

GAMES

September/October 1979

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CAN YOU FIND 113 THIRTEENS?
LOTS OF LUCK!
ANSWER DRAWER, PAGE 71.





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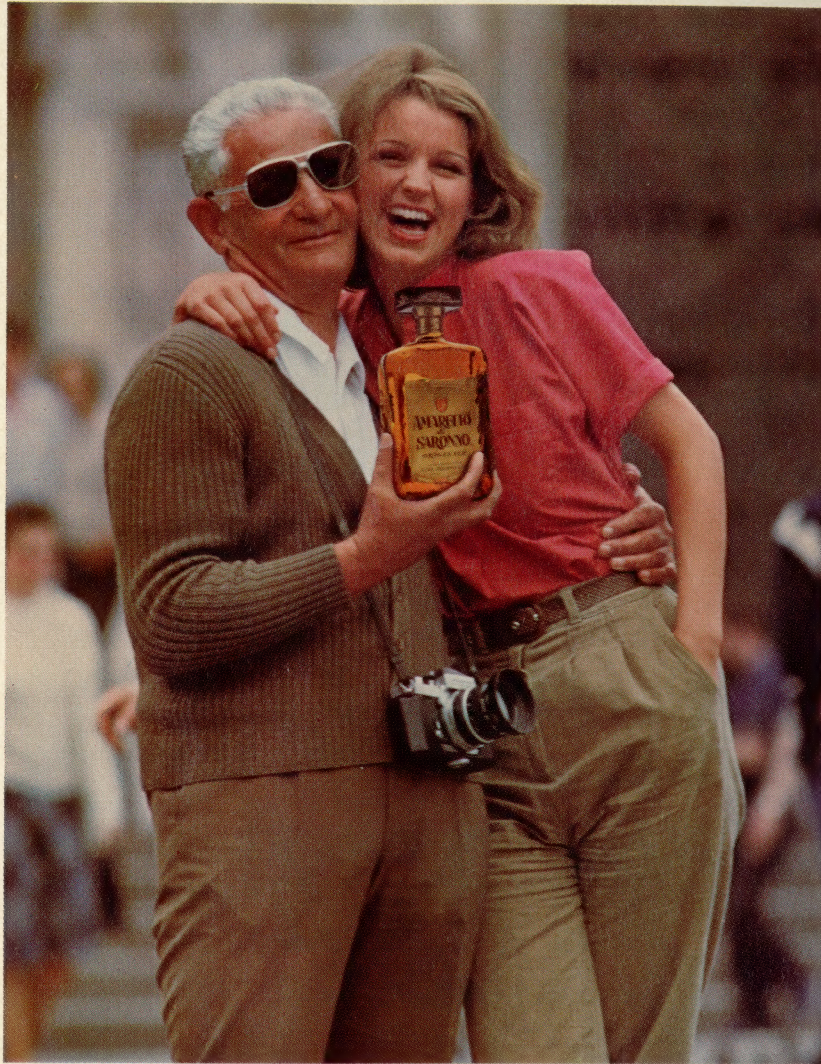
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From the Village of Love.

GAMES



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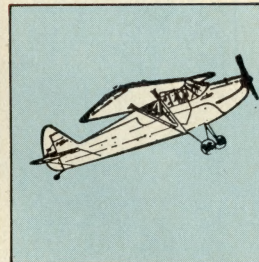
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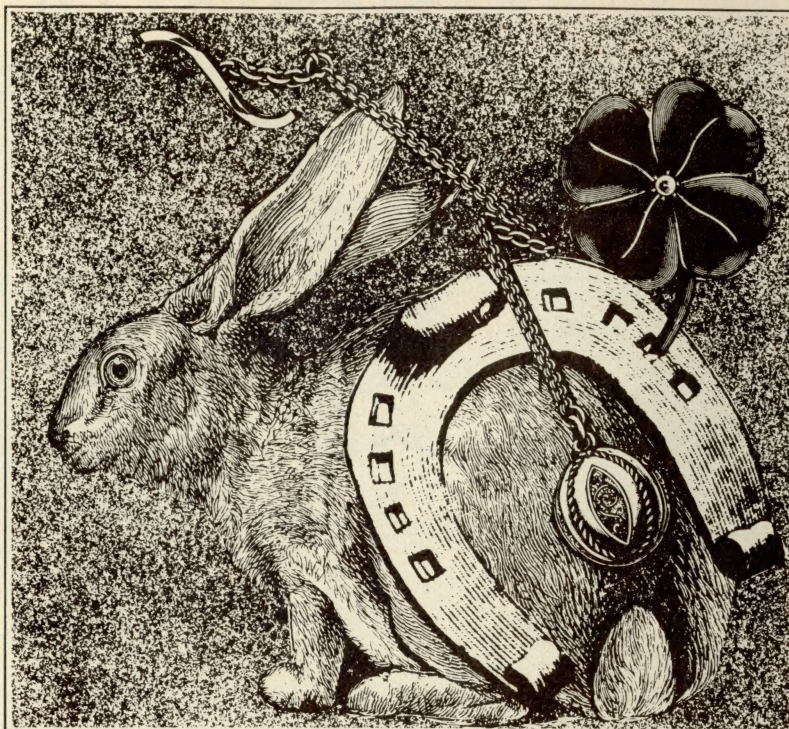


Illustration by Anita Siegel

Good Luck

We were about to congratulate ourselves on reaching the ripe old age of 2 when it dawned on us that this, our Second-Anniversary Fandango, is at the same time our thirteenth issue.

Mind you, we're not superstitious or anything. And you may rest assured that everything is firmly under control. Indeed,

WE TAKE EXCESSIVE PRIDE IN ANNOUNCING
THAT
NOTHING CAN POSSIBLY GO WRONG.

After all, it's unthinkable that there could ever be another nuclear accident near our printing plant in central Pennsylvania. And there's no chance we'll ever again have to run a 1½-page Laundry Basket. And it's highly unlikely that the Postal Service would ever fail to deliver the magazine in time for you to enter our contests (which have undoubtedly been written with crystal-clear rules, obviating any need for all 600,000 of you to telephone our offices). And we are certainly relieved to hear that the alleged paper shortage, like the gas shortage, "simply does not exist." Etc. Etc.

Nevertheless, just to hedge our bets, we thought it might be fitting to dedicate this issue to capricious Lady Luck (or rather to Lord-and-Lady-Luck-in-no-particular-order, to play it really safe). So if you agree that a talisman is needed in these hard times, please consider our cover and this entire issue a genuine good luck charm.

Sit on *Games* at your next Monopoly game. Wrap your fish in it. Clean up spills with our new, absorbent Pencilwise. Don't be put off by the images of *bad* luck on our cover and the facing page. The reason for them is simple. Everything has been carefully arranged in full compliance with Thwartz's Theorem of Low Profile, which states that "Negative expectation thwarts realization, and self-congratulation guarantees disaster." Or simply put, "If you think of it, it won't happen quite that way." This fact is of particular importance to game players and others when standing on the brink of success or victory.

And so, rather than continue to toot, we leave you with a mere riddle: How is it possible that this our thirteenth issue marks our second anniversary and yet is also designated, quite correctly, Volume 3, Number 5?

Answer Drawer, page 71

Michael Donner
Michael Donner

GAMES

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Hedge Your Bet

If You're Superstitious,
Then
You're in Luck!

Answer Drawer, page 71



Illustration by Anita Siegel

Find thirteen images of bad luck. Then proceed to have a nice day.

LETTERS

Eggshell Enigma

This marvelous shell in Bender #4
And clue, which states, "Holds ten":
Surely no bird can equal that score!
In fact, this must be Guinness lore—
Or should it say "Holds hen"?

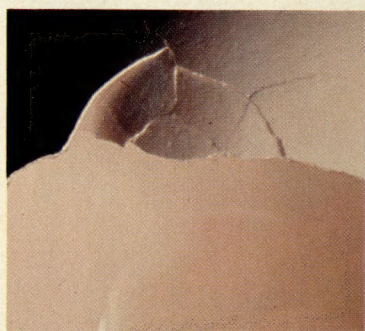
Bruce Cardinal
Sudbury, Ontario

I was quite confused when I came to the clue
for Eyeball Bender #4 (May/June). What
does "Holds ten" have to do with an empty
egg shell?

Julie Arnold
Sunrise, FL

"Holds ten" refers to the answer to Eyeball
Bender #10: the white and yolk of an egg. A
similarly devious clue was given for #18.

—Ed.



4. Holds ten



10. Just cracked

A Puzzled Champ

It was good, once again, to see Jordan Lasher's
devilishly clever puzzle from the Second
American Crossword Puzzle Tournament ("4-
Warned is 4-Armed," Pencilwise, July/Au-
gust). Until I read the top of the page I didn't
know I had missed four letters in that puzzle
and four more in the six other puzzles in the
competition.

Miriam Raphael
Port Chester, NY

Ms. Raphael took first place in the crossword
competition.—Ed.

AEIOU: A Treasure Hunt

Over the years I have been on the lookout for
that etymological treasure: the common word
containing every vowel in the alphabet and in
their proper order. To date I have only discov-
ered two. Do your readers know of any more?

I may be rudely awakened in my search,
like the English major who rushed into class
and announced to his professor that after an
exhaustive search, he had made an amazing
discovery. "Did you know, sir," he reported
breathlessly, "that the only word in the En-
glish language in which the letter s is pro-
nounced *sh* is sugar?" The professor thought
for a moment and then replied, "Sure."

Neil S. Robinson
Malaga, Spain

Answer Drawer, page 71

With Mallets Aforethought

We enjoyed "Cutthroat Croquet" (July/Au-
gust), and have been playing the game for
years by what we call "Jungle Rules." Our
course includes one brook—a lovely spot to
send an opponent; several spectacular chuck-
holes; and "the monster"—a ten-foot, 50-de-
gree embankment, carrying the luckless onto a
rock strewn dirt road. The course is played
with the remnants of old mallets. Advanced
cheating is the rule with midnight games illu-
minated by a 25-watt bulb (a conducive atmo-
sphere in which to hone your skills, isn't it?).
A namby-pamby game? No indeed!

F. C. Truelove
Fitchburg, MA

The Cube In Question

After eyeing Jack Looney's "Hidden Cubes"
("Beguilers," July/August), I developed a
morbid fear of refrigerator freezers, scotch on
the rocks, igloos, and anything that resembles
dice. Surely there is an error. Do you think a
jumbo size T-shirt would calm me down?

Tom Solecki
Woodside, NY

The cube was deliberately drawn in slightly
distorted perspective, to increase the chal-
lenge and make it a true "Beguiler." There
are no errors in the drawing or the color-
ing.—Ed.

Golden/Chain/Letter

I enjoyed "In Search of a Contest" (January/
February), and the results in your latest issue
(July/August). One of the winners, "Golden
Chain," suggests a variation that was keeping
me awake a couple of months ago: link peo-
ple's names instead of compound words. For
example: Steve McQueen Elizabeth Taylor
Caldwell. . . . You can extend the chain in ei-
ther direction by finding someone whose last

name is Steve, or whose first is Caldwell.
What's the longest chain? . . . Mother Goose
Tatum O'Neal . . . Wolfman Jack Daniel S.
Greenburg . . . happy insomnia!

Scot Morris
New York, NY

A Royal Query

My friend and I were playing Queen's Guard
(May/June) when we came across the rule
about forcing a trapped queen to move to an-
other trapped position. He says that if I trap
his queen and move it to another trapped po-
sition, I must immediately move it some-
where else before taking my turn. I say that if
I move his queen into a trapped position it's
my turn; then on his next turn, I move his
queen again, take my turn again, and so on.
What do you say?

Roy Trevino
Farmington, NM

Your interpretation of our rules is correct.
However, we have recently come across a dif-
ferent version of the rules in which it is the
player whose queen is trapped who chooses
where to move it, and it may be moved any-
where. One other difference in the new ver-
sion is that no piece may ever move into a
trapped position.

—Ed.

A-Z Does It

The July/August Letters reminded me of my
own effort at "Alphabet Tales" (January/Feb-
ruary), which I forgot to mail:

A bright cosmic day encourages far greater
hyperbole in joyous kids, loving misses, nod-
ding oldsters, pedantic quipsters, rollicking
sailors, trifling upstarts, vivacious wags, x-rat-
ed youths—zounds!

Laura Sanders
Gardena, CA

LAUNDRY BASKET

If we publish your letter in Laundry Basket,
we'll send you a Games T-shirt.

Mistakes: May/June

★ Bobby Fischer unfortunately was *not* on
the road to the world chess title when he
played the queen sacrifice against Letelier at
the Leipzig Olympiad (Chess, Problem C, page
49), because this game was played in 1960
(not 1970).

Mark J. Smith
Morgantown, WV

We stand corrected, but we still think he
was on the road.—Ed.

★ You stated in "History's Ghosts" (page 17, question 8), that the Glorious Revolution was "Oliver Cromwell's overthrow of the monarchy of seventeenth-century England." This would have been an extremely difficult thing for Cromwell to have done, since he died in 1658, and the Glorious (or "Bloodless") Revolution took place in 1688, when James II was peacefully deposed by William and Mary.

Susan Israel
Asheville, NC

★ In "History's Ghosts," question 12 does not have a correct answer available. The *Monitor* did not sink the *Virginia* (formerly called the *Merrimac*); in fact, the only battle in which they met was a standoff in which the *Monitor* was damaged. Later, the *Virginia* was destroyed by order of her commander, Commodore Josiah Tattnall, when the Confederates evacuated Norfolk.

Dennis Hands
Greensboro, NC

★ The answer to Problem C in Prince Joli Kansil's column (Backgammon, page 50) is in error. It states that Red should move his outer man into his home board because "Red will avoid gammon as well as backgammon if White leaves a shot and Red misses but rolls double 6." In the diagrammed position, however, White will only leave a shot if he throws a single 1. With any of these ten throws, White will be forced to bear one man off and hit White's blot on the one point. With a man then on the bar, Red cannot save the gammon by rolling double 6. Since he must hit White to avoid being gammoned, Red should prepare for this possibility by immediately closing his home board. Red's correct move, therefore, is FB CB.

Bill Davis
Chicago, IL

July/August

★ In your list of nursery rhyme "Jacks" ("Be Nimble, Be Quick," page 29), you name "Jack in the Beanstalk." Shouldn't that be "Jack and the Beanstalk"? Also, listing "Jack the Giant-Killer" as another Jack seems erroneous, since he is the same Jack as in the beanstalk story.

Mrs. David Feinberg
New York, NY

★ Shades of Yehudi Menuhin, I've been "Double Cross"-ed! On page 44, question D, you left out the final "n" in that gentleman's name. You make those puzzles tricky enough, without throwing additional curves at us!

Mrs. Chad Campbell
Nampa, ID

We are especially sorry about this error, which, unlike most, affected the enjoyment of an entire puzzle. We are taking great pains to ensure that this type of mistake does not recur. (See also page 4.)—Ed.

★ In your review of *The Rock 'n' Roll Trivia Quiz Book* (Games & Books, page 51), your last question was "who sang Yummy Yummy Yummy." Your answer was the 1910 Fruit Gum Company—a good group, but not the correct answer. The Ohio Express sang Yummy Yummy Yummy.

Stephen Laing
Herlong, CA

Once in a great while,
something comes along that
exceeds your expectations.

It's truly rare.



86 Proof Blended Scotch Whisky ©1979 Paddington Corp., N.Y.

GAMEBITS

MIXED DOUBLES POKER?

Last May Pattie Eister, who played her first game of poker a mere three years ago after moving from Boston to Las Vegas, endured a grueling half-hour that must be the envy of any true competitor. She played head-to-head stud poker against one of the half-dozen best players in the world—Doyle "Texas Dolly" Brunson, a two-time world hold'em poker champion and the 1978 seven-stud champion.

The anomaly of Eister vs. Brunson resulted from the first mixed doubles poker tournament ever, staged by Binion's Horseshoe Casino in downtown Las Vegas as part of its tenth annual World Series of Poker. Twenty-five "mixed" pairs each bought \$600 worth of chips to play in the two-day event. The two members of each pair would play alternately for half-hour periods; when one player got up, his or her partner would sit down and continue playing with the same chips. The pairings were such that housewives and career women found themselves side by side with the top players of the professional poker circuit.



The pairs were vying for a first prize of \$9,000, with \$4,500 for second place and \$1,500 for third.

By late afternoon of the second day, the field had been narrowed to four pairs. Pattie and two other women were facing the mountainous, 300-pound Brunson; while during the alternate half-hours, Brunson's partner Starla Thompson, a 24-year-old slip of a girl who operates a flower shop in Las Vegas, had to contend with two poker professionals and Pattie's husband Wayne, a poker dealer at the Silver City Casino.

Ironically, it was Pattie Eister who played very powerfully to build up an

enormous chip advantage. The two other women tapped out, and champion Brunson was struggling to survive. When the partners took over, it was Starla Thompson who played a full-house hand beautifully against Pattie's husband, pushing all her chips into the pot and beating his flush to turn the game around.

Then came the fateful head-to-head confrontation. When she sat down, Pattie still had a small chip advantage, but suddenly Brunson's experience, his raw talent, his very presence at the table overwhelmed her. The master won nearly all her chips in quick fashion and then left it to Starla Thompson to win the rest from Pattie's husband.

"It's not so bad coming in second to Doyle Brunson," a friend consoled Pattie when it was over.

"I...guess...not," she replied. But her voice was trembling, and she seemed on the verge of tears. She guessed not, but she was a competitor. Clearly it would have been much, much better to have beaten him.

—Roger Dionne

KARPOV UPSETS GAMES EDITOR

Twenty New Yorkers found out what it is like to play chess with the world champion when Anatoly Karpov gave a simultaneous exhibition at The Game Room on Manhattan's Upper West Side last May. The immaculately dressed champion had the air of a Tolstoy hero as he strode from board to board, making his moves quickly and effortlessly, never frowning, and only occasionally glancing at his opponents' expressions.

At my board he played an English Opening, and the first ten moves followed known "book" lines. Determined to win, I was gratified to see him pause for a full six seconds when I transferred my queen from one wing to the other. Was he in trouble? My position seemed cramped but secure. Back, steadily back I marched my men, keeping the position closed, lest I mar my game with some tactical oversight. Soon all my pieces were lined up, quite neatly, on their starting rank. Only one of them could move safely, which left me little to think about, and time to relax. A slip on move 37 hastened the inevitable, and I offered my hand in resignation on the following turn.

Two players managed draws: 15-year-old Joel Benjamin, already one of the strongest players in the country; and Gisela Beker, the only woman to compete, who was a pawn behind when Karpov offered the draw, but who had the distinction of being the last survivor of the evening. Notable among the losers was world-renowned backgammon authority Paul Magriel, who spoke with Karpov afterwards. Magriel hopes to even his score against the champion in an informal backgammon match later this year.

—R.W.S.



World Champion Anatoly Karpov (right) contemplates his next move against Games Associate Editor Wayne Schmittberger.

CRUCIVERBALIST COMPETITION

Are you one of the nation's best crossword puzzle constructors? Soon we will all know. Bantam Books has launched a nationwide contest, offering prizes from \$500 (first) to \$25 (numerous sixths), for the most original and clever feats of cruciverbal skill.

Any person 16 years of age or older who has had one or more original crossword puzzles previously published is eligible to enter. A panel of crossword experts will judge, and select at least 50 puzzles for publication in a Bantam book next year. A photo and biographical sketch of each winning constructor will be included.

What will the judges be looking for? Contest director Jack Looney (author of "Beguilers," July/August *Games*), suggests: "Good diagrams, inventive themes, and fresh, contemporary clues."

That means, put away your anoa's, moas, and inees; and get to work—the deadline is September 4. Any size or variety of crossword is fair game. For entry forms and further information, write: Bantam Great Masters Crossword Puzzle Hunt, P.O. Box 1424, Radio City Station, New York, NY 10019. —W.S.

BROTHER, CAN YOU SPARE A DIME? DIAL TRIVIA.

New York Telephone's latest play for your small change is called "Dial-Trivia." Jim Lowe, WNEW radio trivia expert and columnist for the *Daily News*, starts each day's program with a "bell-ringer!" for instance, "On *Get Smart*, what device did Smart have in his shoe?" While you strain your brain to solve this quickie, Jim fires today's "telephone toughie" at you: "In what states did the following books and movies take place: *Ten North*

Frederick, *Giant*, *Tortilla Flat*, and *King's Row*?" Got that? We hope so, because time's up and Jim Lowe won't tell you the answers till tomorrow.

"Dial-Trivia" is a one-minute recorded program, and can be heard 24 hours a day, seven days a week. Programs change daily. Calls cost one message unit for callers in the 212, 914, or 516 areas. (Outside these areas, you'll have to pay regular toll rates to the 212 area code.) So if you can spare a dime, Dial Trivia—936-2323. *Answer Drawer*, page 71 —L.F.

RUDUD DRUDU DDRUD

Denys Parsons describes himself as, among other things, the "author of funny books and a *London Guide*, a piano tuner and a parapsychologist." But he is not a mind reader, and I was therefore startled at lunch some time ago when he offered to perform a conjuring trick of sorts.

Denys simply asked me to "hum or whistle a tune—any tune, classical or popular." I indulged his madness with a few bars of an ancient pop tune I was sure would test his powers, and a moment later he announced that it was known as "Nature Boy," composed in 1948 by Eden Ahbez! I assailed his ear with "Mairzy Doats" (Drake, Hoffman, and Livingston, 1943) and "Brush Up Your Shakespeare" (Cole Porter, 1951), followed by an obscure Chopin theme, and he identified all four. I was flabbergasted, particularly since Denys assured me that his little stunt required no special training or knowledge of musical notation.

What it did require was the book he'd been thumbing through during lunch, *The Directory of Tunes and Musical Themes*—written by himself. This 284-page book provides a fiendishly clever method for solving one of life's aggravating problems: the identification of a tune or theme that keeps running about one's brain in search of a title.

Denys has discovered that if only the "ups," "downs," and "repeats" of a theme are listed, the first sixteen notes are usu-

ally sufficient to identify the theme. In some cases, as few as ten are enough, but occasionally, even reference to all sixteen notes may yield more than one possible theme.

Such features as key, tempo, pitch, interval, and duration are ignored in coding the theme. For example, "Happy Birthday to You" is coded *RUDUD DRUDU DDRUD. (An asterisk is always used for the first note—never a letter—since it is from that point that the "ups," "downs," and "repeats" begin.) The first R shows that the opening note is repeated, the U indicates a higher note (than the second), followed by D for a lower one (than the third), and so on. Looking it up (codes are listed alphabetically in two sections: classical and popular), we find that "Happy Birthday to You" was composed by Mildred J. Hill in 1893. And there are almost sixteen thousand other listings that we haven't used yet.

The coding itself produces some fascinating patterns. Khachaturian's "Saber Dance" is coded *RRRRR RRRRR RRRRD, but is outdone by Beethoven's Piano Sonata #12 in A-flat, opus 26, third movement (*RRRRR RRRRR RRRRR). I wonder what Schumann would have said if he had known that his Piano Concerto in A minor, opus 54, first movement, third theme, would code the same as "Makin' Whoopee!" (Walter Donaldson, 1928).

—The Amazing Randi



Illustration by John Rennie

FALL EVENTS

Before making plans to attend any of the events listed below, write to verify dates, times, places, etc., and to find out about entry fees and other requirements. Send a stamped, self-addressed envelope with your request.

Bridge At regional tournaments during September and October, contestants may advance their ACBL rank and qualify for the Fall North American Championships. For information, contact: American Contract Bridge League, 2200 Democrat Rd., Memphis, TN 38116.

Chess The 1979 Armed Forces Chess Championship Tournament is scheduled for September 12-19 at the American Legion Hall of Flags in Washington, D.C. Contact: Chaplain L. Randall Rogers, 4816 Harlan, Fort Worth, TX 76132.

Computer Chess Computer chess tournaments will be featured at the Association for Computing Machinery Conference in Detroit, October 29-31. Contact: Mr. Mayford L. Roark, c/o Ford Motor Company, Room 895 WHQ, The American Rd., Dearborn, MI 48121.

Crosswords The Second World Class Crossword Puzzle Marathon will take place in Beachwood, Ohio, October 20 (see January/February *Games*, pages 4 and 38-39). This year's marathon boasts three puzzles of varying difficulty to be solved in the 24-hour time period. Contact: Hemming-Hulburt Booksellers, 24055 Chagrin Blvd., Beachwood, OH 44122.

Monopoly Regional competitions will be held September 8 in Chicago, September 29 in Dallas, and October 6 in San Francisco, leading up to the national championship in November. Contact: Monopoly Tournament Director, Parker Brothers, 50 Dunham Rd., Beverly, MA 01915.

Othello Local tournaments continue throughout the month of September, feeding regional playoffs in Boston, St. Louis, Miami, and San Francisco on October 13. Winners will travel to New York City for the national championship on October 19, and that winner will then be off to Rome for the world championship on October 29-30. Contact: Othello Tournaments, c/o Cross & Schwartz, 40 E. 38th St., New York, NY 10016.

Scrabble The 1979 Oakland City Tournament will be held in Oakland, California, September 2, 9, and 16, with the finals on the 23rd. Contact: Scrabble Tournament Director, The Montclair Recreation Center, 6300 Moraga, Oakland, CA 94611.

Information about future events of regional or national interest should be submitted four to five months prior to the event to: *Calendar Games*, 515 Madison Avenue, New York, NY 10022.

Dungeons & Dragons

All things are possible
in the most popular fantasy game
of the decade.

by Jon Freeman



It was a bad night. To start with, I lost a duel to the death. That was shattering enough, but no worse than later events. An experiment went awry, killing the woman with us. In the confused aftermath, naked, with only a knife to defend myself, I was set upon by a horde of enormous rats drawn to the carnage. Somehow, I survived that and the rest, but I spent much of the evening in a bloody daze, awakening three times from near death to find my most valuable possession lost and my best friend and sworn companion slain. I didn't even get to bed until after 6:00 A.M.

The "experiment," I should explain, was a magical illusion, a phantasmal fireball that fooled no one except the inexperienced and (apparently) suggestible woman in our party. Fortunately, we managed to get her resurrected by the same High Priest who restored me to life earlier in the evening, and eventually I even recovered my magic sword from the Queen of Chaotic Dragons.

Dragons, did you say? Resurrections? Fireballs?

Well, yes. You see, TSR Games' *Dungeons & Dragons* (D & D) is not exactly your basic board game. For starters, there's no board, no play money, no cards or spinners, and neither winners nor losers. Playing pieces are optional, though intricately detailed miniature figures akin to toy soldiers are popular and helpful. The dice are largely unfamiliar—oddly shaped objects of four, eight, twelve, or twenty sides—and don't tell you how many spaces you can move (there aren't any of those, either).

D & D is, in fact, less a game than a design-a-game kit. The rules provide the framework on which the "Dungeon Master" or DM (the host and creator-in-chief) constructs an exotic setting for play: anything from simple, labyrinthine ruins (a "dungeon") to an entire fantasy world on the order of Tolkien's Middle Earth or the legendary Britain of King Arthur's Camelot. Each prospective participant then "generates a character" by rolling three ordinary dice for each of six attributes. The resulting numbers, from 3 to 18, form a sort of personality profile of relative strengths and weaknesses. A character with a Dexterity of 10 and a Strength and Constitution of 4, for example, would have average speed and coordination but would be the sort of 90-pound weakling who gets mead splashed in his face by the bullies in the Great Hall. Conversely, a lout with high Strength and low Intelligence might be one of the bullies. Wisdom vaguely connotes divine favor or an ecclesiastical bent, while Charisma would separate Cinderella from her wretched stepsisters.

Players must also determine their characters' names, races (human or otherwise), and specializations (magic lore, the priesthood, or the skill of a fighting man). Then, after purchasing arms and

armor, food and equipment, with their (equally intangible) allotment of gold, the adventurers set forth across whatever unexplored territory the DM has devised. Gradually, over the course of many game sessions, the players map the terrain and, if they're lucky, accumulate not only wealth but also such strange and wonderful items as a cloak that blends into its surroundings or a vorpal blade that even Lewis Carroll wouldn't recognize.



Material wealth, however, is secondary to the adventurers' gradual increase in power and knowledge—a slow, ladder-like ascent whose rungs are "levels of experience." Experience points may be awarded for monsters killed, treasure recovered, or particularly heroic deeds. When a character amasses enough of these points, he gets promoted to a new level. Experienced, high-level characters have more powerful spells at their command or greater proficiency with their weapons and are harder to kill.

Requirements for the different levels are delineated in the rules, along with descriptions of standard spells and abilities; magic rings, potions, etc.; and a multitude of fantastic creatures. In addition to giant rats, ants, spiders, beetles, and other crawly things out of a pre-Black Flag nightmare, these include everything from manticores to minotaurs, from gargoyles to gorgons. As "god" or "fate," the DM sows his dungeons with traps and treasures and maneuvers the monsters; as referee, he resolves all conflicts and uncertainties by rolling some of those funny dice and checking the results on the appropriate chart or table.

Gardol and Ferd Meet the Trolls

Players, too, must keep imaginative records for their characters, as the group's mapmaker charts the way through the dungeons. It is the verbal arena, however, that brings sedate and slumping D & D-ers to shrieking life. Picture, if you will, the dark ruins of an old castle, as a party of adventurers halts in front of an intact door and listens.

Dyvyd (an Elf): I'm putting my ear to the door.

DM: You hear heavy footsteps and some deep voices muttering in a language you don't understand.

Orn (a magician): I'm trying to detect evil.

DM: You detect some evil in your party and more on the other side of the door.

Popeye (a notoriously reckless fighting man): Wahoo! Monsters!

Dyvyd (stepping aside): Ferd! Door!

Ferd (Intelligence, 4; Strength, 17): I'll smash in the door.

DM: You bruise your shoulder, but the door doesn't budge.

Gardol (another fighting man): I'll help.

DM: Under your combined efforts, the door flies open. Just on the other side you see a couple of large humanoid creatures with fangs and scaly hides.

Orn: Trolls!

DM: They've been alerted by your banging on the door, and one claws at Ferd as he stumbles into the room.

At this point, if not before, the miniature figures used to represent the members of the party in combat are arranged on the table so that everyone can more easily follow the progress of the ensuing battle and maneuver "themselves" more accurately. Popeye unwisely fires a pair of crossbows. One crossbow hits the hapless Ferd, doing minor damage; the other caroms off the ceiling. Both miss the trolls. Fortunately, Gardol's magic sword slices one monster in half before it succeeds in rending Ferd limb from limb, and Orn blasts the other beastie with a lightning bolt. After the corpses are burned to keep them from regenerating (as trolls are wont to do in D & D), Cardamum, a cleric, heals some of Ferd's wounds, while their comrades examine a treasure chest in the corner. . . .

Macho Fantasies and Women's Liberation

Central to the game's appeal is an almost unmatched sense of adventure. The key is that the players do not know what to expect. TSR and other companies grind out prefabricated dungeon diagrams, monster lists, and encounter charts by the bushel; and since there is no limit to the other ingredients that may be steeping in the DM's cauldron, it is scarcely surprising that no two of these sorcerous brews are alike. Kyle Looper, a San Francisco DM, sifted twenty thousand years of fictional history to mix the future Hindu theology of Roger Zelazny's *Lord of Light* with the prehistoric Hyborian Age Earth of Robert E. Howard's warrior hero Conan. Such spicy diversity leads many enthusiasts to sample the wares of several DMs, either changing characters in each world ("closed universe" rules) or allowing their favorite characters to travel from one world to another in an "open universe."

"The best thing about it is that you get a chance to use your imagination," states Joe Riekema, a 29-year-old securities specialist with a three- or four-night-a-week D & D habit. "You're not con-

stricted by artificial rules. In fact, many situations *require* out-of-the-ordinary solutions." Like the fellow who was carried off by a roc and crash-landed the giant bird by lassoing a tree. . . . Or the time an ill-equipped group used silver coins as slingshot ammo against a werewolf no ordinary weapon would harm.

There are those who find a deeper significance in D & D as well. At the 1978 National Wargaming Convention, one psychologist claimed, rather grandiosely, that D & D allowed players to gain new insights into their (real) characters and to work out their aggressions in socially acceptable ways—in short to become better people. Susan Lee-Merrow, herself a psychologist, holds a more cautious view. "It's a way to take charge of your life and let an alter ego live out your dreams in a confined, safe, and heroic manner."

If, for men, it's the ultimate macho fantasy—a chance to be the steely thwarted adventurers they can't be in real life—D & D is also women's liberation with a vengeance. Laughs the woman who introduced me to the game, "Not only does D & D allow women to stab people, it's *accepted*—you even get a bo-

nus for striking from behind." Paradoxically, many women (and men, for that matter) enjoy playing because it *isn't* cutthroat and competitive: "The group works as a team against the monsters instead of against each other," explains Joyce Lane, a D & D veteran at age 24.

Ms. Lee-Merrow also suggests something more subtle at work: "D & D allows an immediate, external validation of each person's creativity." If, as Napoleon claimed, truth is the fable we agree on, then, as a directly shared group experience, the DM's fantasy is made real in a way that solitary creative enterprises like books or paintings cannot be. Pretty heady stuff for a game often considered about as relevant as Rumpelstiltskin.

Joining the Madness

Anyone intrigued enough to join this madness should begin by venturing into an existing game/world; despite the game's complications, no prior knowledge is necessary to participate. An interest in the concept and a willingness to use your imagination are more important than a familiarity with the printed rules; what's essential is a trusty native guide to explain the local customs and warn of

neighborhood taboos. Check your local game or hobby shop, science fiction fan groups, or a college bulletin board for leads on where to find an experienced DM in your area.

On the other hand, if you *must* go it alone, get some pencils, graph paper, and *Basic Dungeons & Dragons*, which includes the special dice and some sample charts and dungeon diagrams to help you get started. Although the rules say two can play, five to ten adventurous souls make a more satisfying game. If you get hooked, you can chew on the popular—if nearly unintelligible—set of original D & D rulebooks (first published in 1974), plus the essential first supplement, *Greyhawk*. If this only whets your appetite, try nibbling on the tougher volumes of *Advanced Dungeons & Dragons*.

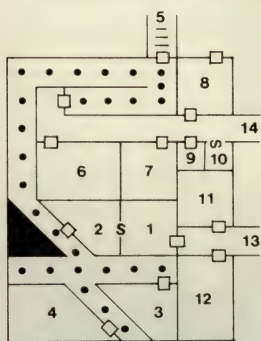
By that time, you'll be collecting figures, subscribing to *The Dragon*, and staying up until six in the morning with the rest of us. □

Jon Freeman is the author of *The Playboy Winner's Guide to Board Games* to be published by Playboy Press.

Dungeons & Dragons and the magazine devoted to it, *The Dragon*, are published by TSR Games, P.O. Box 756, Lake Geneva, Wisconsin 53147.

The Dungeon of Anhara: A Sample Floor Plan and Cross Section

The diagram below shows a portion of the lowest level in the Castle of Illusion (seen in cross-section at the bottom of this page). These renderings are based on dungeons created by Dungeon Master Jeff Johnson, the author, and other D & D players.



□ = door S = secret door

1. Empty room. If secret door is opened, three poisoned daggers drop on opener(s) from above.
2. Lair of five Giant Rat guards (pets of the Thaumaturgist in Room 4). They patrol the area marked with dots.
3. In this room there are two large chests on the west wall; each contains 4,000 silver pieces (SPs). When the door is opened, an alarm sounds in Room 4.
4. Chamber of a Thaumaturgist (a 5th-level Magic User) of unfriendly disposition. He will attack if he or his treasure (in Room 3) is disturbed. He wears an Infravision Ring and has 15 gold pieces (GPs) in his purse. The room is furnished with a bed (S wall), desk (N wall), and lab table (W wall); if the room is searched, his spell books will be located under the pillow on the bed.
5. Stairs.
6. Lair of two trolls. Amid pile of bones in NE corner is a "+2" magic dagger. In the SE corner is a large treasure chest with a poisoned needle hidden in the lock mechanism. Inside the chest are 3,000 GPs, a Giant Strength potion, and a Ring of Invisibility.
7. Empty room.
8. This room is full of gnawed bones, battered armor, shredded clothing, and broken weapons. So far no one has cared to find out what might lie behind the door in the N wall.
9. The door to this storage room is magically held. Locked inside are two dwarves who annoyed the Thaumaturgist. They will faithfully serve whoever frees them.
10. Intended as a lair for Stirges (vampire birds), this small, dusty room has gone unnoticed since the dungeon was built.
11. Small barracks containing four empty beds. Two SPs are hidden under one of them.
12. Larger barracks. Within are ten 1st-level Fighting Men (in leather armor, with swords and shields). Two to five of them are sleeping and penniless; the others, who have an average of 25 copper pieces, are gambling with dice. If these men are attacked, excessive noise may bring reinforcements from down the hall.
13. After passing further guard barracks, this corridor comes to an end at a shrine of the evil god Apesh.
14. This passageway eventually leads to the main entrance/exit and, just beyond, Madame Bam's (X-rated) Inn for Weary Adventurers.

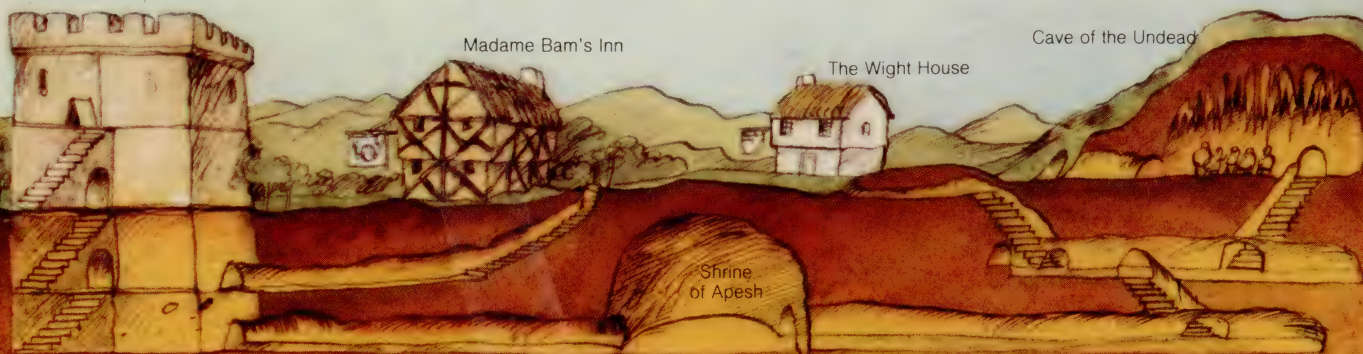
The Castle of Illusion

Madame Bam's Inn

The Wight House

Cave of the Undead

Shrine of Apesh





"Tooth fairy's
been here
three times!"

Reach out. Reach out and touch someone.

He's really proud of himself. Lost a tooth right up front and cashed in with the tooth fairy. Fifty cents' worth. Now to talk to his cross-country friend and fill him in on the news. But it seems that his buddy is a veteran of the tooth fairy game himself! Share your life with faraway family and friends. They'll be thrilled to hear from you. Reach out and touch someone. Give 'em a call.



Bell System



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You're one move away from winning.

Can you deduce the winning move in these two new Strategy Games?

Turn the Tables™ Checkers. It's checkers with a new twist! And it's more fun than the old standby because there's a whole new element of strategy for you to master: swinging turntables. With a twist of the wrist they can help you attack or escape from your opponent. Depending how cleverly and skillfully you plan your moves.

To solve the problem above, either turn one of the rotating platforms. Or move your man diagonally just like regular checkers. If you move correctly, you'll win by immobilizing your opponent.

So sharpen your wits, wiggle your wrists and get set to Turn The Tables!

Maneuver.™ Recommended by Games Magazine, this one's a real test of your ability to plot, scheme and manipulate your marbles into lines of three or more. While cunningly keeping your opponent(s) from doing the same.

To win, study the board above carefully. Then move one marble diagonally as many or as few spaces as you wish. If you maneuver correctly, you'll complete your last row and win.

Although Maneuver may be easy to learn, it's an ongoing challenge to play, either with two or four fun-seeking players. So get three of your sharpest friends together and find out who can out-maneuver whom!

The Answers:

Turn the front platform with the blue checker clockwise four spaces.

Turn The Tables Checkers:

Move the bottom yellow marble up diagonally four spaces.

Maneuver:

Available at:

- Abraham & Straus
- B. Altman & Co.
- Bamberger's
- Brentanos
- Selected Broadway Dept. Stores
- Burdine's
- D.H. Holmes
- Emporium
- Foley's

- Gimble's—New York
- J.L. Hudson
- Jordan Marsh
- Joske's—Houston
- Joske's—San Antonio
- Kaufmans

- Krauss
- Lord & Taylor
- Macy's—California
- Macy's—New York
- Maison Blanche
- Marshall Field
- Selected May Co. Dept. Stores

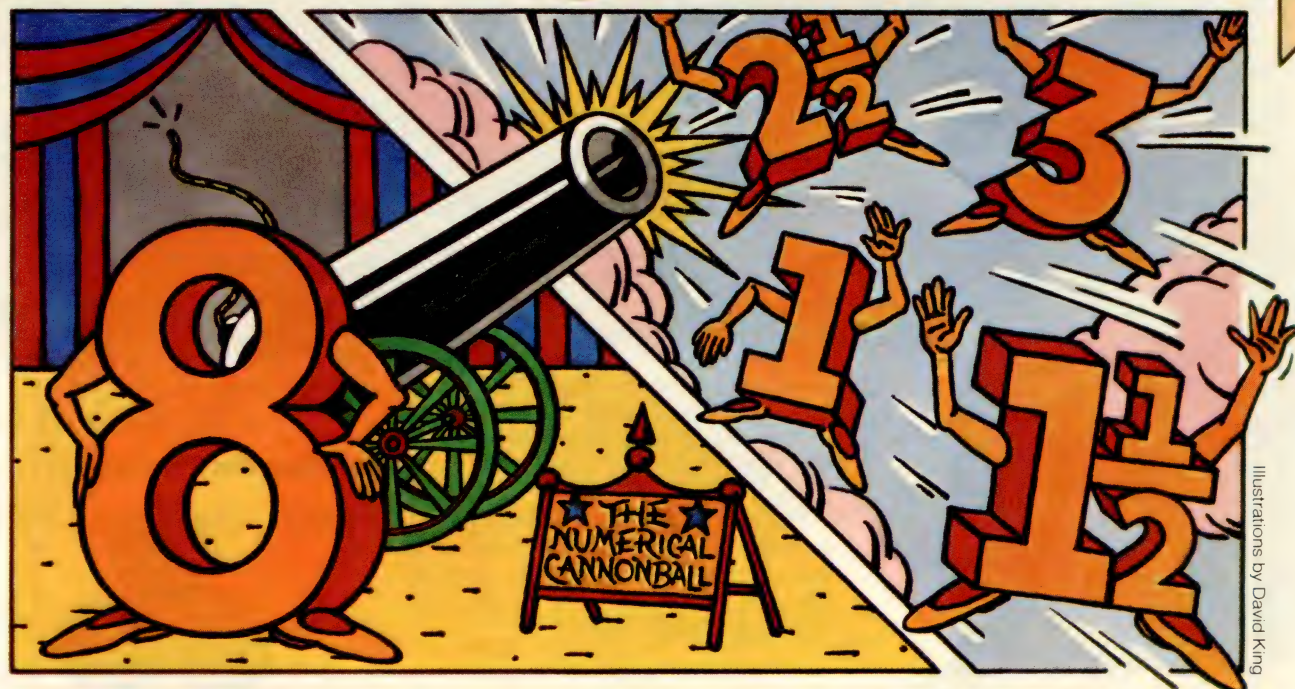
- P.A. Bergner
- Rich's
- Shillito's
- The Elder-Beerman Stores
- Wanamakers
- Weises
- Wieboldt's
- Z.C.M.I.

And at participating J.C. Penney and Montgomery Ward Stores.



Each sold separately.

MATHEMATICAL CIRCUS



Games and Puzzles from Martin Gardner

The diverse diversions on these pages are a preview of Martin Gardner's newest book, to be released by Knopf this fall. We have selected not only classic brainteasers and logic puzzles, but also rules for some quick and easy-to-learn games.

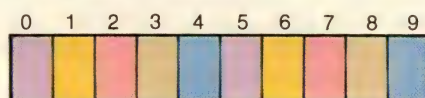
Knockout Geography

Knockout open-ended geography is a word game for any number of players invented by David Silverman. The first player names any one of the 50 states. The next player must name a different state that either ends with the initial letter of the preceding state or begins with the last letter of the preceding state. For instance, if the first player names Nevada, the next player can either affix Alaska or prefix Wisconsin. In other words, the chain of states remains open at both ends. When a player is unable to add to the chain, he is eliminated and the next player starts a new chain with a new state. No state can be named more than once in the same game. The game continues until only one player—the winner—remains.

David Silverman asks: If you are first to name a state in a three-player game,

what state can you name that will guarantee your winning? (We assume that all players play rationally and without collusion to trap the first player.)

A Digital Problem



In the ten cells of the diagram, inscribe a ten-digit number such that the digit in the first cell indicates the total number of zeros in the entire number, the digit in the cell marked "1" indicates the total number of ones in the number, and so on to the last cell, whose digit indicates the total number of nines in the number. (Zero is a digit, of course, and may be entered in the cells.) The answer is unique.

Dollar-Bill Poker

All bills have identifying eight-digit serial numbers, and those numbers can figure in many different kinds of mathematical diversions. Has the reader ever played dollar-bill poker? Each of two players takes a bill from his pocket and the two then alternate making claims of holding a pair or better, using the digits of the serial number as if they were cards. No straights or full houses are allowed, but sets of like digits may go higher than four of a kind. At each turn a player must either raise his claim or call. Bluffing is permitted. After a call both numbers are inspected and the player who made the last claim is allowed to use the serial numbers on *both* bills to satisfy his claim. For example, if he had claimed six 3s and there are two 3s in his serial number and four or more in his opponent's, he wins his oppo-

ment's dollar. Otherwise he loses his own dollar.

What's in a Name?

A farmer has 20 pigs, 40 cows, and 60 horses. How many horses does he have if you call the cows horses? (From T.H. O'Beirne.)

Curious Currency

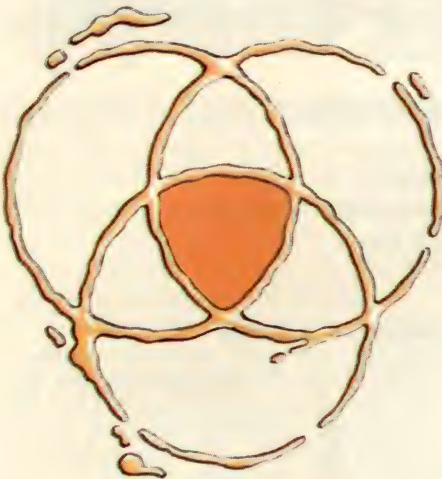
Do you know how to use a dollar bill as a ruler?

The distance from the right side of the shield below the eagle to the right margin of the bill is one inch. The width of "United States" at the top of the green (reverse) side is two inches. The rectangle containing the words "Federal Reserve Note" at the top of the bill's face is three inches wide. The bill itself is three sixteenths of an inch longer than six inches. Eliminate one margin and you come very close to six inches.

Here are a few short puzzles, all making use of a one dollar bill unless otherwise specified.

1. Find the date 1776.
2. Find these four-letter words:
SOFA, DOSE, SHIN, ORAL,
EATS, FAME, ISLE, LOFT.
3. Find the phrase AT SEA.
4. On a five dollar bill, find NEW JERSEY and the number 172.

Beer Rings



In *Problematical Recreations*, No. 7, a series of puzzle booklets issued annually by Litton Industries in Beverly Hills, California, the following problem appeared. A man places his beer glass on the bar three times to produce the set of triple rings as shown. He does it carefully, so that each circle passes through the center of the other two. The bartender thinks the area of mutual overlap (shaded) is less than one fourth of the area of one of the circles, but the customer says it is more than one fourth. Who is right?

The solution can be obtained with mathematical formulas, but Ted Dunne of Willowdale, Ontario, a reader of the

Scientific American column in which this puzzle appeared, discovered a beautiful, graphical "look and see" solution that involves no geometric formulas and almost no arithmetic. What it does make use of is a repeating wallpaper pattern. Can you discover what it is?

Desk Calendar



In Grand Central Terminal in New York City, I saw in a store window an unusual desk calendar identical with the one shown. The day was indicated simply by arranging the two cubes so that their front faces gave the date. The face of each cube bore a single digit, 0 through 9, and one could arrange the cubes so that their front faces indicated any date from 01, 02, 03, . . . to 31.

You should have little difficulty determining the four digits that cannot be seen on the left cube and the three on the right cube, although it is a bit trickier than one might expect.

Word Probe

Around 1965 Anatol W. Holt, a mathematician who likes to invent new games, proposed the following word game. Two people each think of a "target word" with the same number of letters. (Beginners should start with three-letter words and then go on to longer words as their skill improves.) Players take turns calling out a "probe word" of the agreed-upon length. The opponent must respond by saying whether the number of "hits" (right letter at the right position) is odd or even. The first to guess his opponent's word is the winner. To show how logical analysis can determine the word without guesswork, Holt has supplied the following example of six probe words given by one player:

Even	Odd
DAY	SAY
MAY	DUE
BUY	TEN

If you knew the target word and compared it letter by letter with any word on the "Even" list, you would find that an even number of letters (zero counts as an even number) in each probe word would match letters at the same positions in the target word; words on the "Odd" list would match the target word

in an odd number of positions. Find the target word.

Balancing the Red, White, and Blue

Problems involving weights and balances have been popular during the past few decades. Here is an unusual one invented by Paul Curry, who is well known in conjuring circles as an amateur magician.

You have six weights. One pair is red, one pair white, one pair blue. In each pair one weight is a trifle heavier than the other, but otherwise appears to be exactly like its mate. The three heavier weights (one of each color) all weigh the same. This is also true of the three lighter weights.

In two separate weighings on a balance scale, how can you identify which is the heavier weight of each pair?

Hard-Boiled

With a 7-minute hourglass and an 11-minute hourglass, what is the quickest way to time the boiling of an egg for 15 minutes? (From Karl Fulves.)

Bowling-Pin Pennies



Kobon Fujimura, the leading puzzle authority of Japan, devised this tricky little puzzle, which appears in one of his recent books. Arrange ten pennies in the familiar bowling-pin formation as shown. What is the smallest number of coins you must remove so that no equilateral triangle, of any size, will have its three corners marked by the centers of three pennies that remain? Not counting rotations and reflections as different, there is only one pattern for the removal of the minimum number of pennies. (Note that the pattern initially contains two equilateral triangles that are tipped so their bases are not horizontal.) □

Answer Drawer, page 71

Martin Gardner writes the mathematical games column for *Scientific American*, where many of his puzzles were first published. Among his books are *Mathematical Magic Show*, *The Ambidextrous Universe*, and *The Annotated Alice*.

Mathematical Circus, Copyright 1979 by Martin Gardner.

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With a 7-minute hourglass and an 11-minute hourglass, what is the quickest way to boil an egg for 15



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The author, Robert C. Bell, has made a thorough study of

board games for many years and is an acknowledged authority on the subject. Nearly all the games in the book are from Bell's collection—one of the finest and most extensive known in private ownership.

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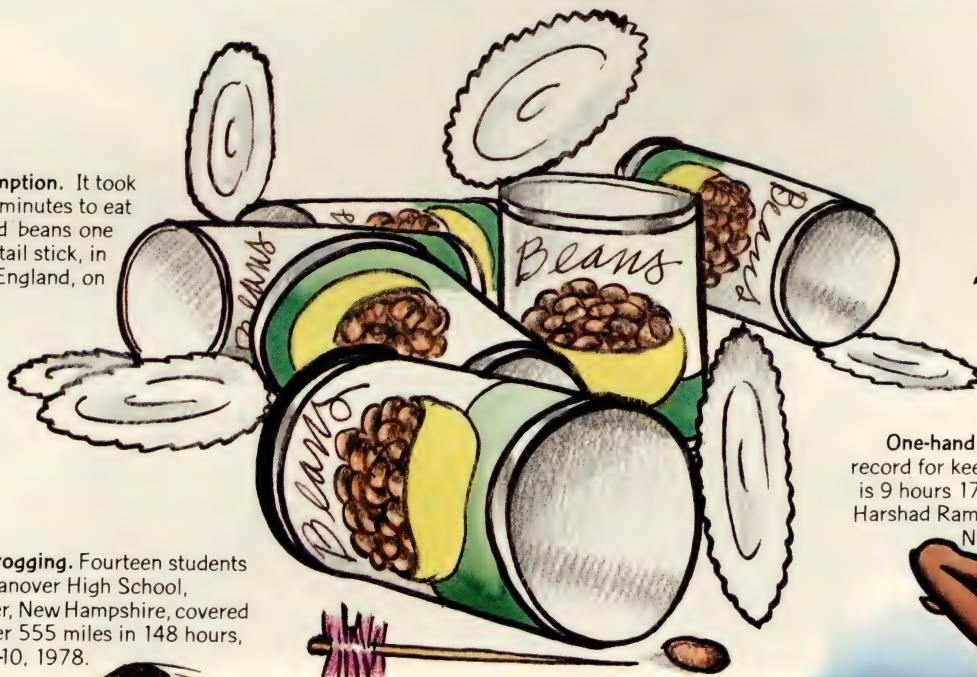
THE WIDE WORLD OF GUINNESS

Call our Bluff

Our friend Jeremy Piltdown recently presented us with an incredible list of human achievements. "Be it domino tumbling, cucumber slicing, or tree sitting," he pointed out, "we've got a world champion for every event." Some are unbelievable but bona fide entries in the 1979 Guinness Book of World Records. Others are unbelievable because, as usual, Jeremy dreamed them up himself. Can you tell which are which?

Answer Drawer, page 72

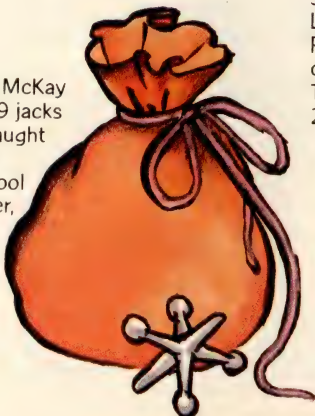
Baked Bean Consumption. It took John Lawrence 30 minutes to eat a record 2,353 cold beans one by one with a cocktail stick, in Petersfield, Hants, England, on March 4, 1978.



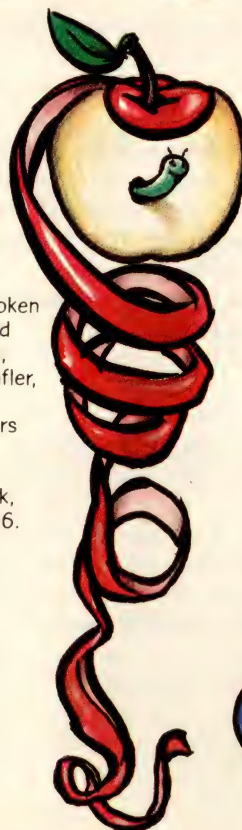
Leap Frogging. Fourteen students from Hanover High School, Hanover, New Hampshire, covered just over 555 miles in 148 hours, June 4-10, 1978.



Ball and Jacks. Alice McKay picked up a record 29 jacks with one hand and caught the ball after its first bounce at a high school competition in Denver, Colorado, on February 15, 1975.



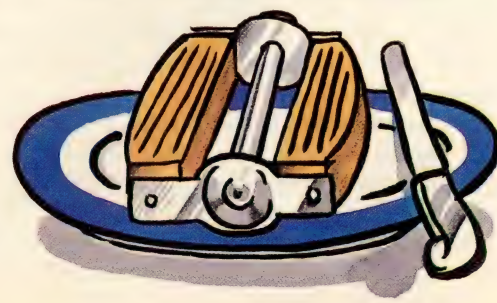
Apple Peeling. The longest single unbroken apple peel on record is 172 feet 4 inches, peeled by Kathy Wafler, 17, of Wolcott, New York, in 11 hours 30 minutes at the Long Ridge Mall, Rochester, New York, on October 16, 1976. The apple weighed 20 ounces.



One-hand Standing. The duration record for keeping balanced on one hand is 9 hours 17 minutes, set by Mahatma Harshad Ramayana on June 16, 1969, in New Delhi, India.



Bicycle Eating. Monsieur "Mangetout" (M. Lotito) set a record by eating a bicycle in 15 days in the form of metal filings and pieces of tire, at Evry, France, March 17-April 2, 1977. No further entries in this category will be accepted.





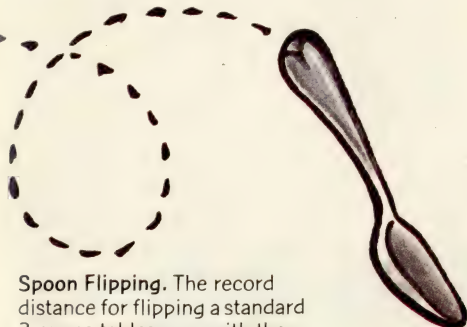
Diving, Highest Shallow. Henri La Mothe (born 1904) set a record by diving 40 feet from the Flatiron Building, New York City, into 12½ inches of water in a child's wading pool on April 2, 1974.



Shaving. The fastest barber on record is Gerry Hurley, who shaved 130 men in 60 minutes with a cutthroat razor in Kent, England, on April 1, 1971. His marathon ended when he ran out of volunteer subjects.



Grape Catching. The longest recorded distance for catching a thrown grape in the mouth is 251 feet by Paul Tavila at the Memorial Park, Dedham, Massachusetts, on July 19, 1977. It was caught on the first throw.



Spoon Flipping. The record distance for flipping a standard 3-ounce tablespoon with the fist is 62 feet 10 inches, set by Matsuda Najin of South Korea, on November 21, 1970.



Snipe Hunting. At midnight on September 7, 1978, George Raynor of London, England, bagged 17 snipe inside two paper shopping bags, setting a new record for the standard one hour time limit.

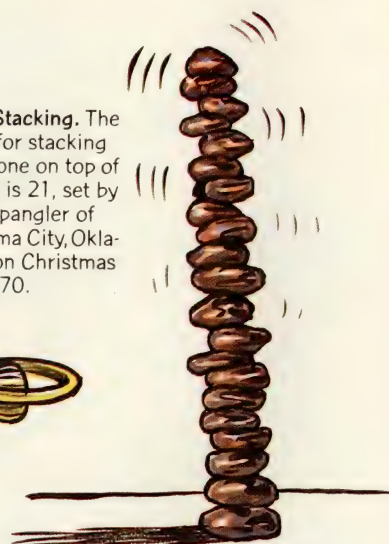


Coin Balancing. Alex Chervinsky achieved the greatest feat of coin balancing when he set a U.S. silver dollar on edge and stacked 130 coins on top of it, after 26 years of practice. His moment of glory was recorded in Lock Haven, Pennsylvania, in 1974.

Pogo Stick Jumping. The record distance for pogo stick jumping is 6 miles in 6½ hours by Scott Spencer, 13, of Wilmington, Delaware, in September, 1974.



Raisin Stacking. The record for stacking raisins one on top of another is 21, set by Steve Spangler of Oklahoma City, Oklahoma, on Christmas Eve, 1970.



Egg Throwing. The longest recorded distance for throwing a fresh hen's egg without breaking it is 323 feet 2½ inches between Johnny Dell Foley and Keith Thomas at Leon High School, Jewett, Texas, on November 12, 1978.

The authentic records are taken from the 1979 Guinness Book of World Records. © 1978, courtesy of the Sterling Publishing Company.

It's an invisible fourth ball, and its precise location is known only to your opponent. But now, you have enough clues to find it yourself.

THE CLUES: Notice how the colored chips seem to emit "rays" with predictable paths:

1. Rays either score a direct hit or ricochet away from the balls at a right angle.

2. A red chip means the ray has scored a hit, directly or by ricochet, and has been "absorbed" by the ball.

3. An orange chip means the ray has scored no hit, and has passed

through to an exit point marked by another orange chip of the same design.

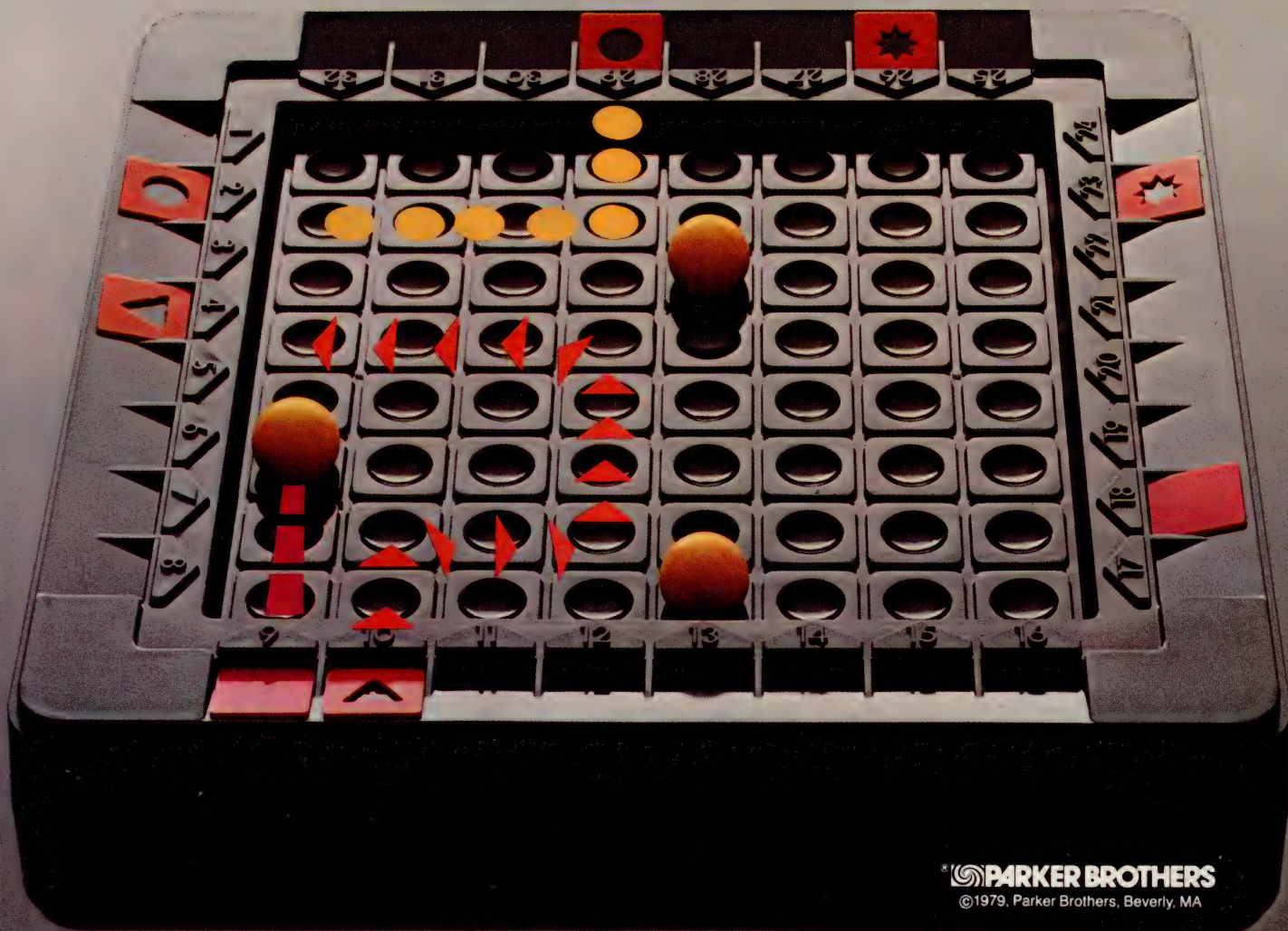
THE ACTION: You furrow your brow as you study the remaining clues. Mentally, you see the rays that have led to your discovery of the first three balls. When you figure the paths of the remaining three chips, you will discover the fourth ball, and solve the mystery of BLACK BOX*. You will also have received your introduction to the Ultimate Game of Hide and Seek.

THE SOLUTION: To confirm your success (or failure), refer to Page 39K.



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Warrior on a String

The Art and Sport of Oriental Kite Fighting

by Phil Wiswell

Most kite fliers in this country have enough trouble just contending with the wind. But in India and Japan there's a whole other dimension to kites that turns shooting the breeze into full-blown competition. It's a game called kite fighting, and the object is to cut your opponent's kite right out of the sky.

In India, where *only* fighter kites are made, a small, lone, brightly colored kite rising into the sky is an open invitation for a fight. Soon, perhaps from several blocks away, another small, tailless fighter will dart to the same altitude, and the two kites will begin moving cautiously toward one another. A quick series of maneuvers, and suddenly one kite will dive, swoop, and rise swiftly beneath the opponent's line, severing the kite from its flier with a glass-coated cutting string. This game is taken quite seriously even when the contestants do not know with whom they are fighting.

In Japan, by contrast, the kite-fighting festivals at Shirone (on the central island of Honshu) are more for exercise and amusement than competition. To celebrate the harvest, people of two townships line up on opposing banks of a canal to fight with large kites measuring up to 30 by 40 feet. Teams of a dozen or more fliers raise the two kites downwind and then slowly maneuver them into an entangling battle over the canal. When they finally drag each other down into the water, the dyes bleed from the rice paper in a swirl of color. Technically, the kite that hits the water first is the loser, but the hopelessly tangled lines (which are actually thick ropes) immediately give rise to a tug of war between hundreds of villagers, each side wanting the victory of capturing the kites.

While there are other competitions between large kites, most fighting is done with small diamond-shaped kites and much thinner lines. The diamond-shaped fighter is lightweight, perfectly balanced, and tailless (the threefold secret of its great maneuverability and speed); it can turn cartwheels, cut figure eights, dive straight for the ground from hundreds of feet up, turn 180 degrees at knee level, and soar back to its original height in a matter of seconds—all with a few deft hand movements. The kite remains stable in the air as long as the line is held taut. To change direction, an adept flier slackens the tension until the head of the kite points where he wants it to go, then reels in the line as the kite moves in the intended direction. Although learning to fly a fighter takes some time, it will reward you with many hours of aerial acrobatics even if you never go looking for a fight.

Where to Buy a Fighter Kite

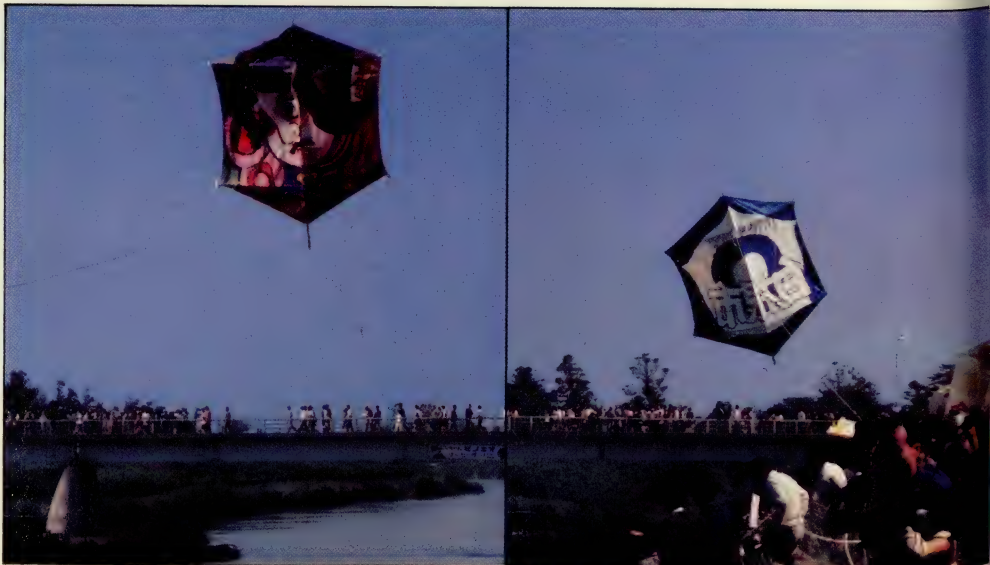
Listed below are some mail order sources for fighter kites. If you do decide to try your hand at kite fighting, don't fool around with the dangerous glass-coated cutting string until you've developed the skills for flying these highly maneuverable, and tricky, kites.

GO FLY A KITE STORE, 1434 Third Avenue, New York, NY 10028; COME FLY A KITE STORE, 900 N. Point, Ghirardelli Square, San Francisco, CA 94109; AIRPLANE KITE COMPANY, 1702 W. Third Street, Roswell, NM 88201.

Phil Wiswell, Assistant Editor of *Games*, is one of over 36,000 members of the International Kitefliers Association. He is still grumbling over the kite he lost in a battle last spring in New York's Central Park.



(Above) Several men lift this 10-by-10-foot diamond-shaped fighter by the crossbeams and a center pole, preparing to launch it at one of the Japanese festivals in Hamamatsu. Following ancient tradition, some of these kites carry the name of a first-born son of parents in the community. It is believed that the fortune of the kite in battle foretells the future of the child. (Below) Soon these two kites will be engaged in a ferocious struggle to knock each other from the sky to the canal.



(Top) This heavy-duty winch mechanism, anchored in the ground, allows teams to reel the line in and out rapidly. (Bottom) These four Sanjo *rokkaku* kites are getting into position to attack one another. Each requires four or five men to keep it under control.



(Top) The Nagasaki *hata*, a small (14-to 18-inch) Japanese fighter known for its incredible maneuverability, carries the dangerous glass cutting line. The tricolor design represents the sea, the sun, and the sky. (Above) These beautifully colored Indian fighters, usually smaller than the Nagasaki *hata*, are nonetheless fast and maneuverable. (Below) The traditional attire worn to Japanese kite festivals identifies members of the same team, as well as the town or district they represent.

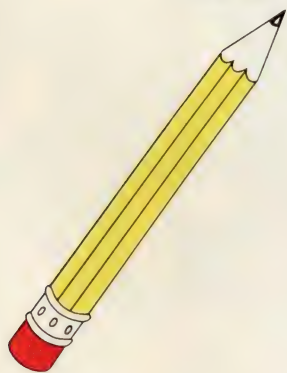


Photos by Jane Limbacher

Photographs by Tai Streeter, author of *The Art of the Japanese Kite*



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Alan M. Newman.

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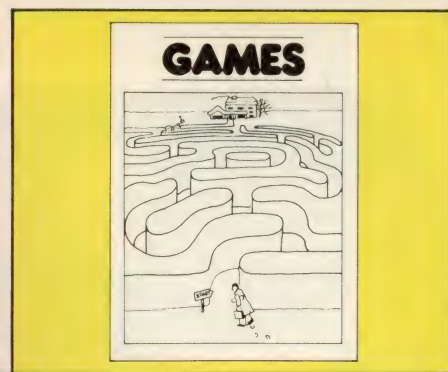
the number of letters in that word. (A five-letter word scores 25 points;
a six-letter word scores 36 points; a seven-letter word scores 49
points; etc.)

Entering Print or type your 20 words, the number of letters in each
word, and the score for each word in the spaces provided on an entry

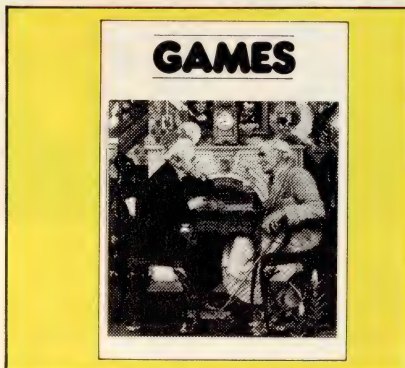
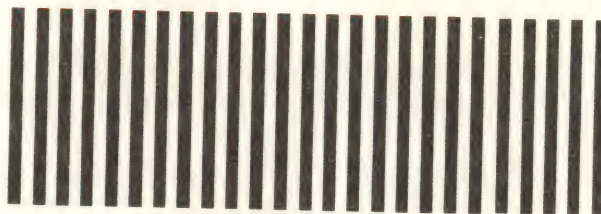
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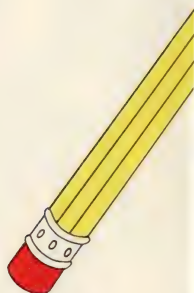
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A Games Contest



Illustration by Jerry McLaughlin

FIND THE TWENTY LONGEST WORDS "ENTWINED" IN THE GRID.

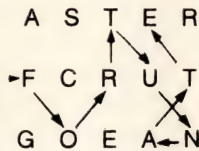
First Prize Bally's Captain Fantastic Pinball Machine, Home Model.
Four Honorable Mention Prizes A Games T-Shirt.

First the good news. A vigilante posse of infuriated *Games* readers recently raided the home of the young mathematician from Brooklyn whose experiment led to the Chimp-Off-The-Old-Block Contest (March/April, 1978). When they found the fella's chimp *still* pecking away at a typewriter, they quickly smashed the offending machine and spirited the nefarious beast away to a small zoo in a remote section of Paraguay.

Now the bad news. The chimp was not alone. In their haste to escape, the kidnappers neglected to check out the pantry where son of chimp was immersed in peanut butter and strawberry preserves. Upon returning home and discovering the foul deed, the young mathematician delivered son of chimp to our editorial offices where, within minutes, the brilliant beast vengefully typed up the grid of letters above.

You might consider this a rude turn of events, but what else can you expect from a chimp-off-the-old-block?

Object From the block of 49 letters, hundreds of words may be formed by using adjacent letters. Your task is to find the 20 longest such words you can, following these rules carefully. A word may start with any letter in the grid, and the succeeding letters must join *in proper sequence* to spell the word. They may join horizontally, vertically, diagonally, to the left or right, up or down. Thus, in the example, the word FORTUNATE may be spelled out as indicated by the arrows.



A letter at a given position in the grid may be used only *once* in any word, though the use of a letter position in one word in no way restricts its use in other words. The same letter *of the alphabet* may be used two or more times in a word, but only if it comes from a different grid position each time it is used. The same *word*, however, may not appear more than once on your list, even if it can be formed from the grid in more than one way.

Acceptable words Any single, unabbreviated, nonhyphenated, non-capitalized word recognized and listed alphabetically in *Webster's Third New International Dictionary* (Unabridged), or any variant or inflected form either listed with it or implied by the rules in section 4 on page 15a of that dictionary, is acceptable; other words are not. Acceptable words include words listed in the Addenda; words listed as "*usu. cap.*" (but not words listed as "*cap.*"); and derivative words listed under acceptable words and given a part of speech (such as *OPTIONALLY*, which is listed only under *OPTIONAL*).

Scoring Each word scores a number of points equal to the *square* of the number of letters in that word. (A five-letter word scores 25 points; a six-letter word scores 36 points; a seven-letter word scores 49 points; etc.)

Entering Print or type your 20 words, the number of letters in each word, and the score for each word in the spaces provided on an entry

blank (the one below or a facsimile). On the outside of your envelope, on the reverse side, write and circle your total score (the sum of your scores for all 20 words). You may enter more than once, provided each entry is mailed separately. Entries must reach us by October 1, 1979.

Winning The entry with the highest score wins. In the unlikely event of a tie, a random drawing from among those entries that tie will determine the winner. © 1979 by Alan M. Newman. ☐

All entries must be received by October 1, 1979. All submissions become the property of *Games Magazine*; none will be returned. Void where prohibited or restricted by law.

Clip or copy this entry blank and mail to: **Son of Chimp, Games Magazine, 515 Madison Avenue, New York, NY 10022.**

	Word	Number of letters	Score (no. of letters squared)
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			
18.			
19.			
20.			

Name Total

Street Address

City State Zip

TUBEE OR NOT TUBEE?

A TV Trivia Quiz Will Answer the Question

by Bart Andrews

Would you rather own a TV than a bathtub? Would you refuse a dinner date that conflicts with your favorite show? If so, you'll probably zip right through this quiz. A score of 70 percent or better separates the attentive fans from the casual viewers. It may also separate the generations, since some of the questions go back a few years.

Answer Drawer, page 72

WHO SAID IT?

Can you identify the personalities who were famous for the following quotations?

1. "Put a little fun in your life—try dancing!"
2. "One of these days, . . . one of these days—POW! Right in the kisser!"
3. "I don't mess around, boy."
4. "What a revoltin' development *this* is!"
5. "Well, I'll be a dirty bird!"
6. "Abracadabra, please and thank you."
7. "Good night and God bless."
8. "I arrest you in the name of the Crown."
9. "Hi-ho, Steverino!"
10. "I'd like you to meet my brother George."
11. "Would *you* like to be Queen for a day?"
12. "Heck, no!"
13. "Sorry about that."
14. "Good night and a good tomorrow."
15. "Peace."

DOCTORS

Match the doctor with the hospital where he practiced, and name the series.

- | | |
|----------------------|--------------------|
| 1. Steve Hardy | a. County General |
| 2. David Zorba | b. New North |
| 3. Matt Powers | c. General |
| 4. Leonard Gillespie | d. Lowell Memorial |
| 5. Peter Goldstone | e. Blair General |
| 6. Jake Goodwin | f. Hope Memorial |

UP, UP, AND AWAY!

Look! Up in the sky! It's a bird! It's a plane! It's trivia!

1. In what town did Clark Kent grow up?
2. What one metallic element could critically harm Superman?
3. Who played cub reporter Jimmy Olsen?
4. What actual edifice was used for the exterior shots of the *Daily Planet* Building?
5. Perry White was forever making a plea to whose ghost?
6. Complete this *Superman* opening narration: "Faster than a _____! More powerful than a _____! Able to leap _____ in a single bound!"
7. Where did Clark Kent usually change into his Superman garb when he was in the *Daily Planet* Building?
8. Name the two actresses who played Lois Lane.



LAWYERS

1. Who played Owen Marshall's assistant Jess Brandon?
2. Where was *Judd for the Defense* set?
3. Who was Perry Mason's receptionist?
4. Who portrayed San Francisco attorney Sam Benedict?
5. Name the father-and-son lawyer team on *The Defenders*.

HUSBANDS AND WIVES

Match these familiar television couples.

- | | |
|----------------------|--------------|
| 1. George Jetson | a. Margaret |
| 2. Chester A. Riley | b. James |
| 3. Margaret Anderson | c. George |
| 4. Ted Baxter | d. Jane |
| 5. Carol Brady | e. Emily |
| 6. Natalie Lane | f. Peg |
| 7. Florida Evans | g. Luke |
| 8. Henry Mitchell | h. Georgette |
| 9. Henrietta Topper | i. Alex |
| 10. Kate McCoy | j. Trixie |
| 11. Rob Petrie | k. Jim |
| 12. Albert Arbucks | l. Cosmo |
| 13. Louise Jefferson | m. Mike |
| 14. Sally McMillan | n. Ethel |
| 15. Bob Hartley | o. Martin |
| 16. Milburn Drysdale | p. Laura |
| 17. Ed Norton | q. Alice |
| 18. Donna Stone | r. Stewart |

TREKKIE FEVER

Star Trek fans are among the most loyal of audiences. These questions will test you for the post of honorary crew member on the *Enterprise*.

1. How long was the *Enterprise*'s original mission supposed to last, according to the opening narration?
2. What were the first four words of the opening narration?
3. Can you name Jim Kirk's deceased brother?
4. On what deck of the spaceship was Dr. McCoy's medical lab located?
5. What *Enterprise* crew member had green blood?
6. What was Spock's father's name?
7. In Vulcan language, what does "Kroykah" mean?
8. How many stars appear on The United Federation of Planets' flag?
9. Who was the chief engineer of the *Enterprise*?

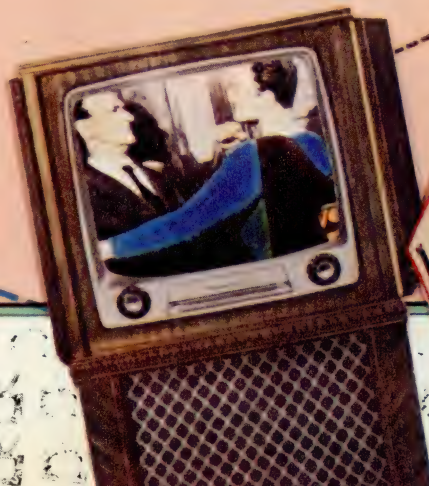
AND NOW A WORD FROM ...

Match the major sponsor with the show or star.

- | | |
|----------------------|---------------------------------------|
| 1. Lipton Tea | a. Richard Diamond, Private Detective |
| 2. Sylvania | b. Arthur Godfrey |
| 3. Geritol | c. American Bandstand |
| 4. Clearasil | d. Dinah Shore |
| 5. Kent cigarettes | e. Beat the Clock |
| 6. Texaco | f. Milton Berle |
| 7. Philip Morris | g. Lassie |
| 8. Revlon | h. Death Valley Days |
| 9. Boraxo | i. I Love Lucy |
| 10. Campbell's Soups | j. Mr. and Mrs. North |
| 11. Chevrolet | k. Ted Mack's Original Amateur Hour |
| 12. Hazel Bishop | l. This is Your Life |

Excerpted from the book, *The TV Addict's Handbook*, by Bart Andrews with permission of the publisher, E.P. Dutton. Copyright © 1978 by Bart Andrews. Photographs from the collection of Howard Frank. Photo Courtesy The Bettmann Archives

Photo collage by Amy Sessler



The Bose® 901® Series IV: A new approach to room acoustics creates a major advance in performance.

It's well known that living room acoustics are a major factor in how any speaker will sound in your home. Recently, an ambitious Bose research program analyzed speaker performance in dozens of actual home listening rooms. The study showed that, while rooms vary greatly, their prin-

cipal effects can be isolated to specific types of frequency unbalances.

Based on this research, the electronic Active Equalizer of the new Bose 901® Series IV speaker system has been totally redesigned. New controls allow greater capability for adjustment of room factors

than conventional electronics, and make possible superb performance in almost any home listening room.

These new room controls also let us develop a basic equalization curve with no compromises for room effects, allowing still more accurate tonal balance. In addition, an important improvement in the design of the 901 driver makes possible even greater efficiency and virtually unlimited power handling.

These innovations combine with proven Bose concepts to create a dramatic advance in performance: in practically any listening room, with virtually any amplifier, large or small, the 901 Series IV sets a new standard for the open, spacious, life-like reproduction of sound that has distinguished Bose Direct/Reflecting® speakers since the first 901.



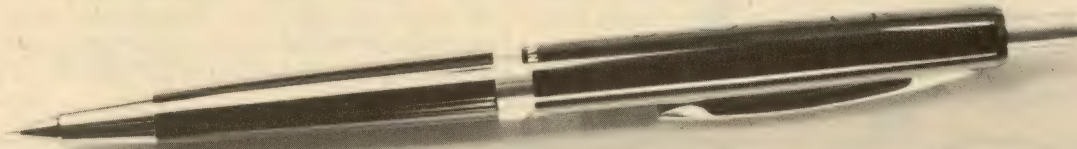
The 901 Series IV Direct/Reflecting speaker creates a life-like balance of reflected and direct sound.



BOSE®
The Mountain, Framingham,
Mass. 01701

Covered by patent rights issued and pending.

PENCILWISE



Illustrations by David King

Right Angles

by E. R. Galli

The special twist of RightAngles is the way in which words are entered in the puzzle grid. Each word makes one right-angle turn somewhere along its length. But it's your task to determine where each word makes this turn and in which direction.

As a guide, the starting direction of each answer word (i.e., the direction of the word *before* the right-angle turn) is indicated by the letter given after the clue number. Words can go north, south, east, or west to start with. Of additional help is the

fact that each letter in the correctly completed grid appears in exactly *two* words, no more, no less.

For RightAngles #1, the actual words to be entered in the grid are listed.

For RightAngles #2, a special twist—cryptic (British-style) crossword clues for the words are provided. Be forewarned that these are for experts. The number of letters in answer words is given in parentheses.

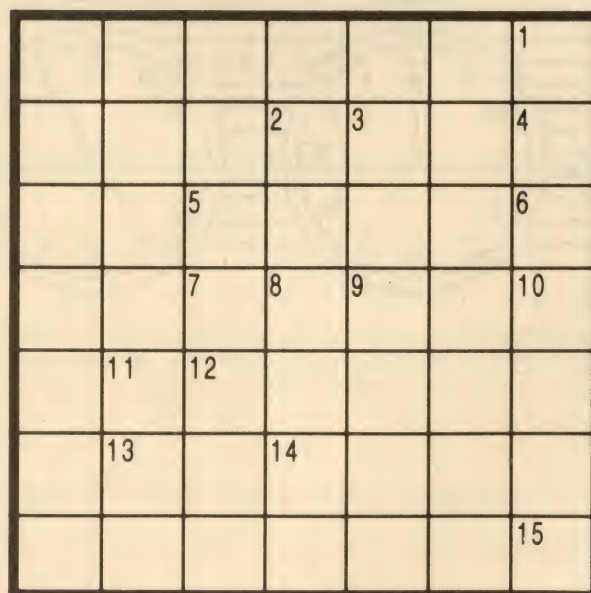
Answer Drawer, page 72

RightAngles #1—Clear



- 1E LAHR
- 1S LUGGAGE
- 2N ATOM
- 2S ASPIC
- 3S GANGED
- 4E SPAGHETTI
- 5N A-TEST
- 6S PIMPERNEL
- 7N EPSOM
- 8N AGO
- 9S OPEN
- 10N BEEN
- 11N POOHBAH
- 12N LIMBED
- 13W REPLICATES
- 14N LITTERBUGS

RightAngles #2—Cryptic



- 1W Leaving the main road, go under it perhaps (9)
- 2W Make inferior quality of feathers (9)
- 3E She's known for her pants ... a blunder (7)
- 4W Jostled in Chicago train and bent the body (7)
- 5N Beautiful maiden takes time with one (5)
- 6W Endless food about—and how—in Chinese city (7)
- 7S In sum, don't drink with tee-off (5)
- 7W Speech that's long and weary about a Democrat (6)
- 8S Having eaten a morsel, partially seduces (7)
- 9E Sue ate and barked (6)
- 10S Nothing I managed got rid of the squeaking (5)
- 11S Symbol of office that doesn't have a leader (3)
- 12W State greeting between loves (4)
- 13S Historic spot in Texas, Alabama, and Missouri (5)
- 14N One acted out amusing story (8)
- 15N Oozy stuff, is elm blight (5)

What Time Is It?

Two Language Puzzles for Globe-Trotters

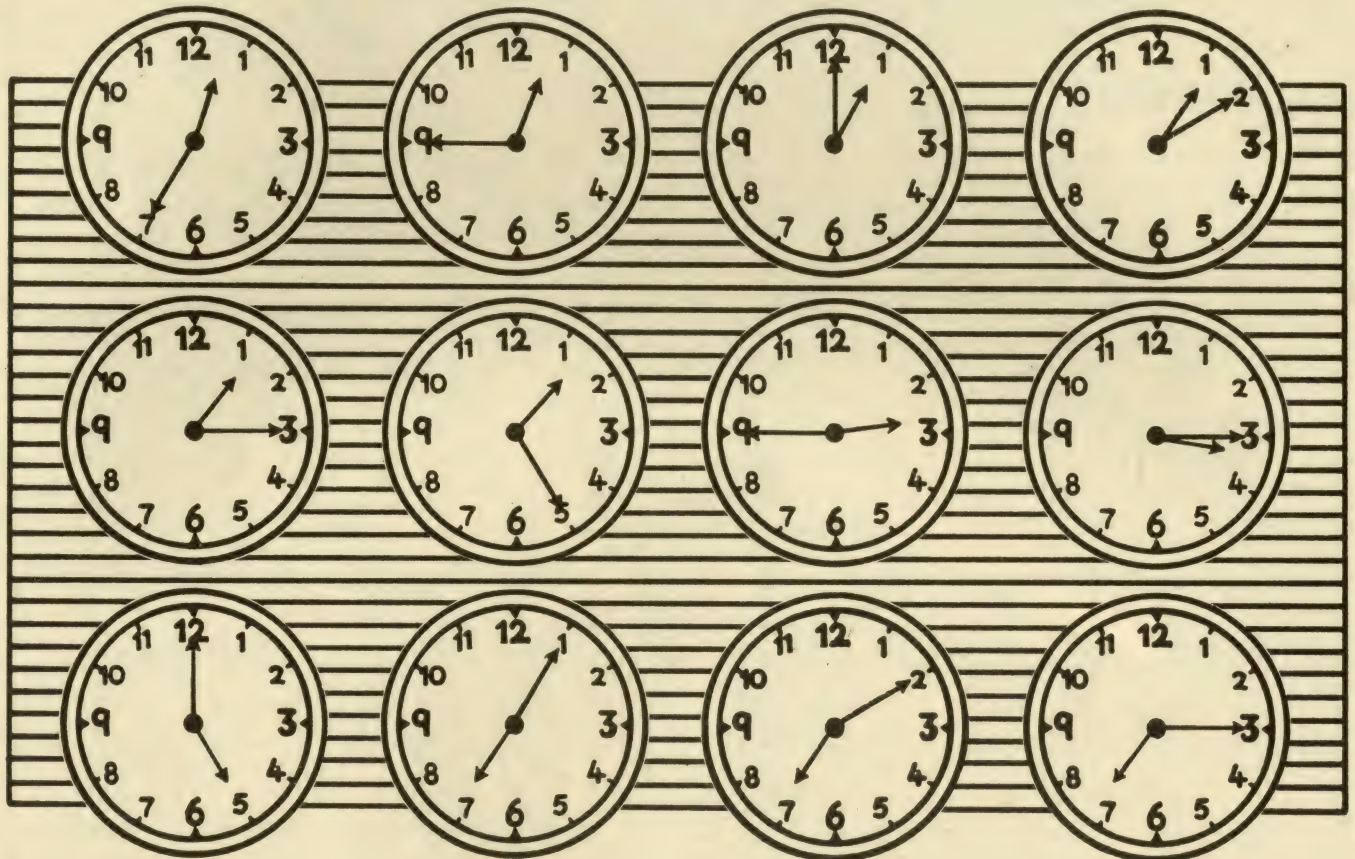
by Ken Webb

Without knowing a word of Japanese or Scottish Gaelic, you can learn to tell time in these two languages. Using logic, match the twelve clock faces with the written times below.

Though Japanese and Scottish Gaelic express times in somewhat different ways, each follows a pattern consistent in

itself. To solve the two puzzles, compare and contrast the written times with each other, using the clock-face times as points of reference. The logic of the languages should become apparent. The Japanese and Gaelic phrases are, of course, listed in different orders.

Answer Drawer, page 72



Japanese

Time

Scottish Gaelic

Time

goji	_____	aon uair.	_____
ichiji	_____	cóig uair.	_____
ichiji jippun sugi.	_____	cóig-mionaidean an-déigh seachd uair	_____
ichiji jugofun mae.	_____	cóig-mionaidean-deug an-déigh aon uair	_____
ichiji jugofun sugi.	_____	cóig-mionaidean-deug an-déigh seachd uair	_____
ichiji nijugofun mae.	_____	cóig-mionaidean-deug an-déigh trì uair	_____
ichiji nijugofun sugi.	_____	cóig-mionaidean-deug do aon uair	_____
sanji jugofun mae.	_____	cóig-mionaidean-deug do trì uair.	_____
sanji jugofun sugi.	_____	cóig-mionaidean-fichead an-déigh aon uair.	_____
shichiji gofun sugi.	_____	cóig-mionaidean-fichead do aon uair	_____
shichiji jippun sugi	_____	deith-mionaidean an-déigh aon uair	_____
shichiji jugofun sugi	_____	deith-mionaidean an-déigh seachd uair	_____

Leaving Word

by William Lutwiniak

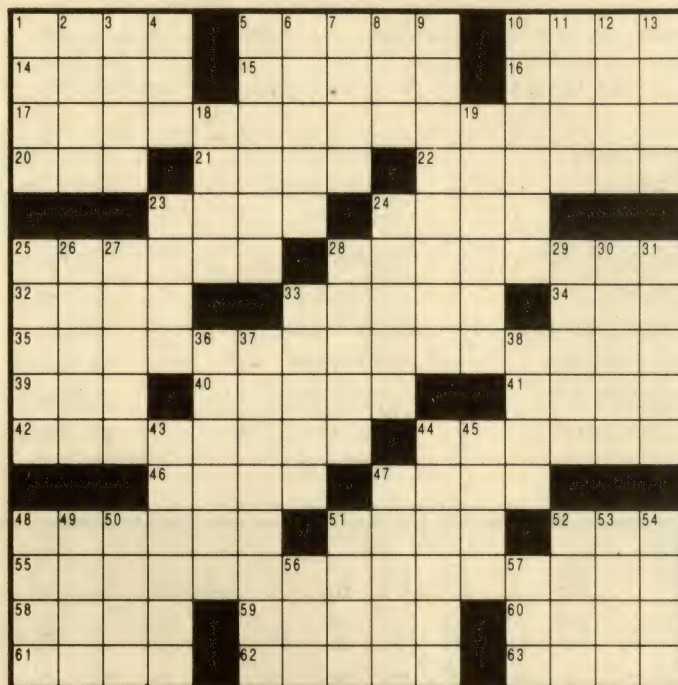
ACROSS

- 1 Mend socks
- 5 Frisk, cavort
- 10 Norway's capital
- 14 In the twinkling ____ eye:
2 wds.
- 15 Make happy
- 16 Word with duck or ringer
- 17 Depart in haste: 3 wds.
- 20 Before
- 21 Leprechaun's land
- 22 One spring Sunday
- 23 Take it easy
- 24 Faces the pitcher
- 25 Cowhand's horse
- 28 Permeates
- 32 Hooky, Army-style
- 33 Ankle bones
- 34 Suffix with glob and mod
- 35 Famous last words: 5 wds.
- 39 ____ out (get by)

- 40 Slipknot
- 41 Between tenor and soprano
- 42 Move one's home base
- 44 Cropped up
- 46 Bonnie one
- 47 So be it
- 48 Help
- 51 "Oh, that's what you mean": 2 wds.
- 52 ____ Ballou
- 55 Jilt: 4 wds.
- 58 Yen
- 59 Crystalline salt
- 60 Hall of ____
- 61 Catholic service
- 62 High polish
- 63 Follow orders

DOWN

- 1 Be indulgent
- 2 In the distance
- 3 Garden tool
- 4 Opposite of SSW
- 5 Cherry red
- 6 At the ready
- 7 Window unit
- 8 And others: Abbr.
- 9 Get ready for opening night
- 10 Black Sea port
- 11 By the ____ of one's pants
- 12 Wash
- 13 River of Germany
- 18 Lawyer's income
- 19 Soviet republic
- 23 Govern
- 24 Uncle Miltie
- 25 Provide food and drink
- 26 Rouse
- 27 Bumpkin
- 28 Analyze grammatically
- 29 Fights one on one
- 30 Upper crust
- 31 Attack: 2 wds.
- 33 Honks
- 36 Just ____: 2 wds.
- 37 Drinking to
- 38 "You're So ____" (Carly Simon song)
- 43 Martini garnishes
- 44 Moslem princes
- 45 Rod and ____



Answer Drawer, page 72

- 47 Campfire debris
- 48 Astringent substance
- 49 Antitoxins

- 50 Goes limp
- 51 Tell ____ the judge: 2 wds.
- 52 Grouchy one
- 53 Culmination

- 54 Powers that be
- 56 Nothing
- 57 Flying saucer?

Try Your Hand

by Gene Traub

How many hands do you have? Well, that depends on who you are. If you are Venus de Milo, none; if you're a slot machine, one; if you're a person, two; if you're a clock, three, probably; and if you're a game of bridge, four. You'll need eighteen

hands to finish this puzzle—one for each clue below. Every answer is a familiar phrase or expression containing the word "hand." For example, "Beyond control" would be *Out of hand*.

Answer Drawer, page 74

1. Magic trick _____
2. Sly _____
3. Instruction manual _____
4. Personally select _____
5. From original source _____
6. Call to ship's crew _____
7. Odds evener _____
8. By a wide margin _____
9. Oracle's script? _____
10. It's worth two in the bush _____
11. Tear wiper _____
12. Houdini's bracelets _____
13. Beatles hit _____
14. Cravat _____
15. Paul Newman movie, 1967 _____
16. Standing somersault _____
17. Little brother's clothes _____
18. Conversely _____

Words And Numbers

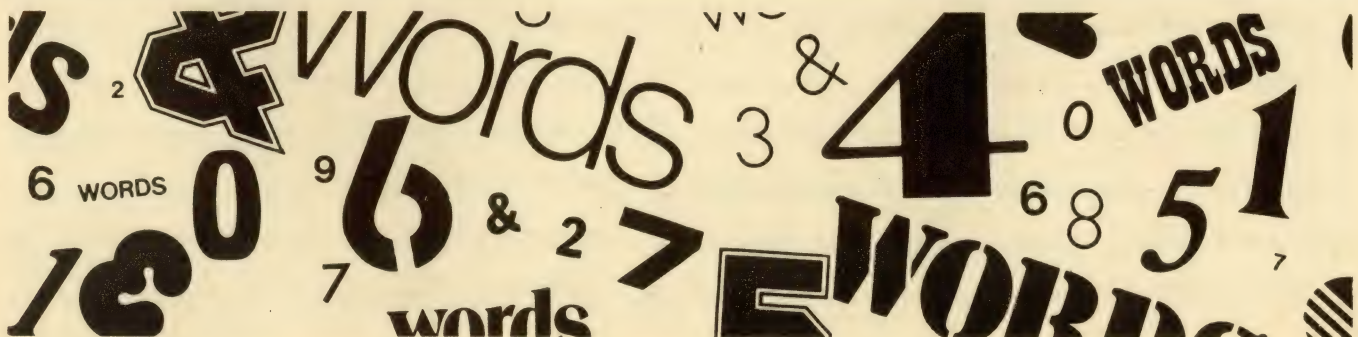
by Will Shortz

Hidden in this letter grid are the 50 words listed below. They may appear in any direction—horizontally, vertically, or diagonally, forwards or backwards—but always in a straight line. You will not find the words, however, exactly as they are printed. Each word contains the *sound* of one or more numbers,

and we have substituted these numbers for their corresponding letters in the grid. AFFORD, for example, will appear in the grid as AF4D, and ASININE will appear ASI9. One word has been looped for you as a start.

Answer Drawer, page 74

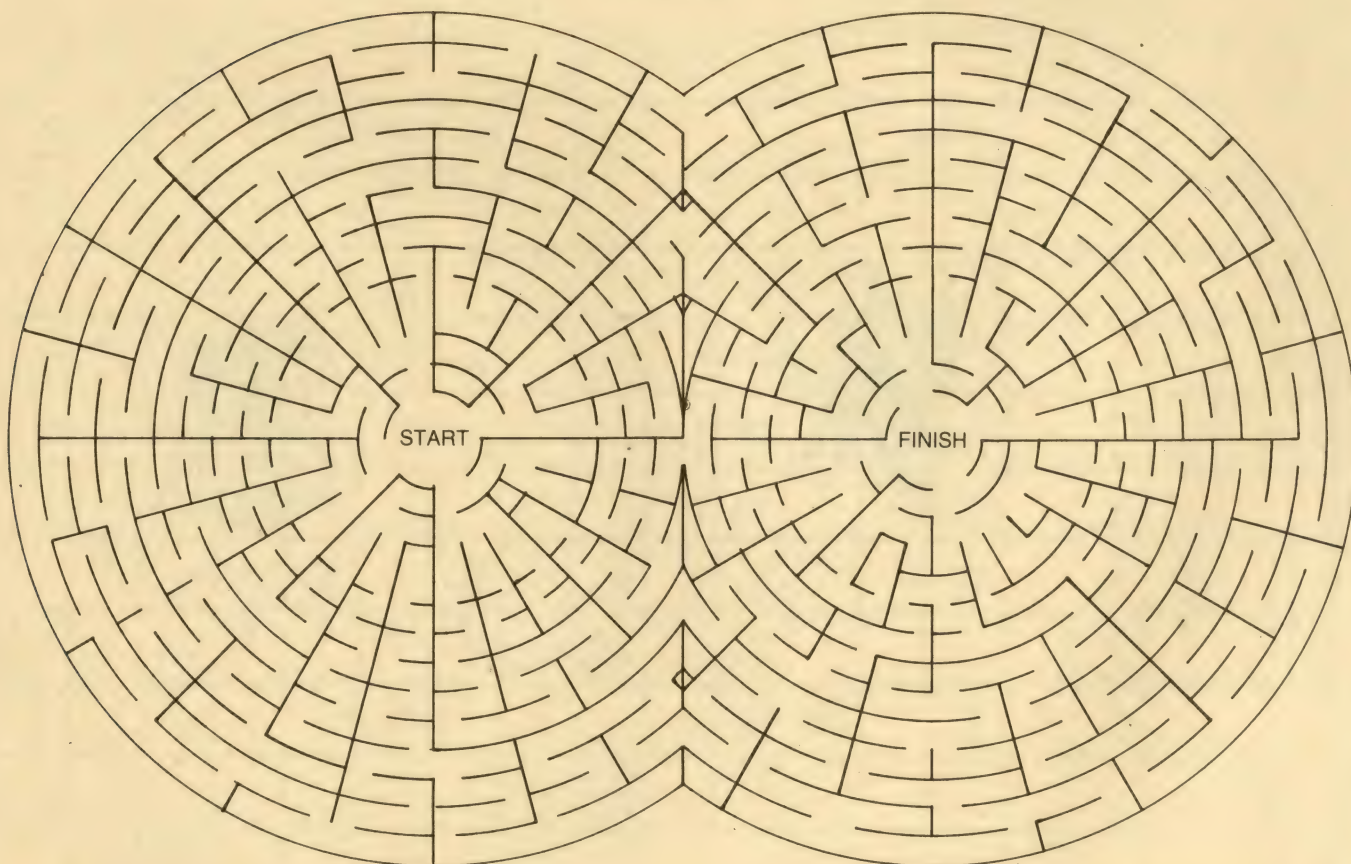
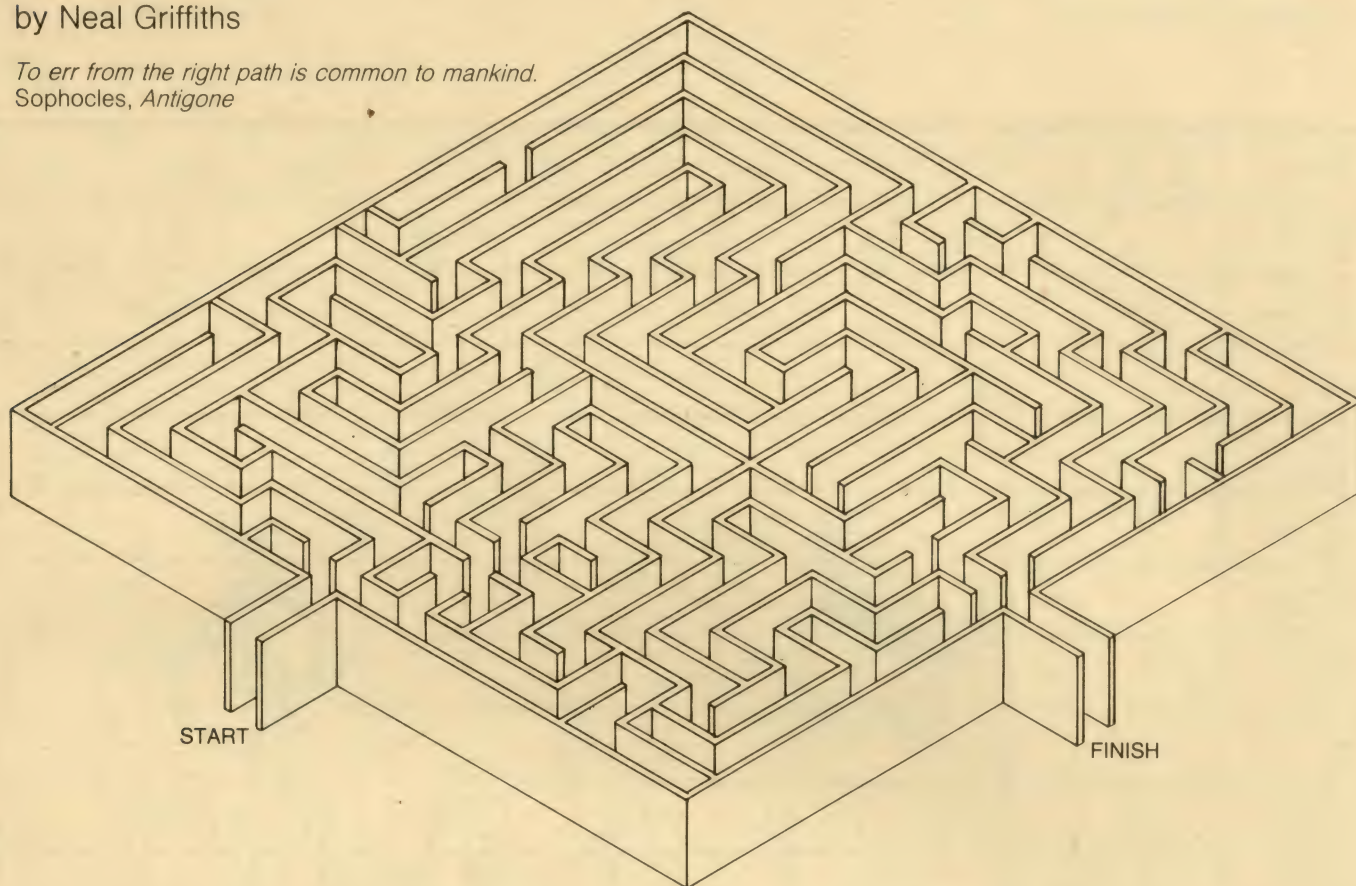
AFFORD	ENFORCE	HERETOFORE	QUININE	TOODLE-OO
ASININE	EXTENUATE	HOLE-IN-ONE	SEVEN-UP	TUESDAY
BEHALF	FIVEFOLD	HUNDREDWEIGHT	SIXPENCE	TUTU
BENIGN	FORENSICS	LEAN-TO	SOMEONE	UNWON
CANINE	FORMULATE ✓	OBTUSE	STENCIL	UP-TO-DATE
CARTOON	FORTITUDE	ONCE	STRAIGHTFORWARD	VERMILION
CELEBRATE	GATEWAY	PETUNIA	STUPID	WAITER
CLASSICS	GEODESICS	PITCHFORK	TENDERLOIN	WEIGHTY
CONFORM	GRATEFUL	PRENATAL	TENNIS	WONDRIOUS
CONTENT	GUTHRIE	PRETEND	THREESOME	ZETA



Two Mazes

by Neal Griffiths



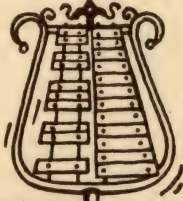
To err from the right path is common to mankind.
Sophocles, *Antigone*



Answer Drawer, page 74

Kreuzworträtsel

by Wilhelm Friedrich

Des Moines' state	Three-ring affair	Golf peg	German capital	Family	Vipers	Highlander	A drug	Egg factory	Former German party	News broadcasters	Diving sound	Italian port	Sharer of top billing
Eight: Comb. form			Flavors	40				Enough				Autumn beer fair	
Breaded veal outlet	24										Lasso		17
			Historical time					Verdi opus			Gives approval		
Singer Carpenter	Laterally	Rock star John	Gusto	21		7	Before Sept.	Making a snarl	Meanie	Red vegetables	Perfume		
Mid-East canal						German highway						Cereal	
Ocean getaway			10			Treatment						Illegal payment	
Famous storyteller	Cabbage dish					She's honored in May						Peas' home	Turned on the switch
			Charles		Sea animal	Family	Procure		28				
Beatles' "Penny"			Source	2			Kin of the orange	Symbol for iron	Plains Indian	Colder	Preposition		Mob scene
Singleton		Musical theme						School for tots	15		31		
		"That nice!"				Perform	Lacking vigor		38			Confederate general	Thailand, once
			Giving up					Might	Modern short-age			Graves	
	37												
Smiling	Remove one's grip	Tax agcy.	Nothing			Cap	Hold up		Lawn intruder			Kind of war	
Author Leon						Admired man	6		"...you glad?"				Hindrance
	13												
Drug agent: Slang						In a line		34		Incline		German sub	
Flow plentifully						Rome's river						Flash of light	
				20									
		Com-mand to a dog	Waste receptacle			Owens	Vietnam city	To-do		12		Endures	Formerly
Skill	"Mona"		Waistbands						Pub drinks	Early Peruvian	Stadium cheers		
Detectives						You: German	Hoglike animal	19				You and me	Gobble up
			Opposite of SW		A slow mover					Ill feeling			
Swimmer Mark	Outline of a play						Former German body						
										22			
Temperature scale							Health resorts					Secretary: Slang	
						41							

Achtung! You are looking at a crossword puzzle the way it appears in Germany. Yes, there's something odd about it. Where we place black squares, German constructors place their clues, so that the entire puzzle is contained in a grid. Just follow the arrows to enter your answers. Our words are En-

glish, but some answers, like those to the eight illustrated clues, have a German flavor. When the grid is completely filled in, copy onto a separate sheet of paper, in order, the letters in the 43 numbered squares; you will have an interesting thought from Nietzsche.

Answer Drawer, page 74

Primitive weapon	Smoked	Writer Ephron	Stylish	Fuzzy fruit	Pert with girls	Grazing ground	Form of "to be"	Vagrant	Illinois city	To your health!	One of the decks	Drag
Jump (on)	3	Arizona Indian		Send off heat		Lav- ender	Wrong		School avg.			City of sin
Not level	39	"The Red"	30	Battle remind- ers		King			Song for one		9	
		Shoot- ing star				14	Con- fu- sion					German beer hall
Show				Big name in chess	Jumping	Bull- fight cheer	Land of bull- fights	25			42	Myth- ical bird
									Drug- gist's weight			
									Faucet word			Obvious
									Reply from a canyon			
Leg; Slang	Hos- pital car	Self- esteem	11	Deutsch		Forever	Oppo- site of taint	Go in	Metal mined		Each	
				New: Prefix	Scarlet letter gal				Select			
		Mars, for one	36			Heavy string			Sorrow- ful	cent		
		Very much in love			Fair- haired	Bridge hand			Wooden leg?			
Referee		18	French/ Belgian river				4	Geo- logic time		Whole		Chimney black
Pig sounds				By oneself				Cuts prices				
				Word of rejec- tion		Article			Roman fiddler			
				Place to study	Morning bells	27	Visage	Swindle		Wild dance	Actor De Niro	Helix
32		Twirl	Hole cover- up	Art style		German beer	33			35		
								German excla- mation	Hair style	Upon		Genuine
	Hiss!	Pull along		Zuyder		Fathers				Yours and mine	Part of a bride	29
Sudden, all-out attack							En-lai				Goof	
Unit of weight	23			Cats' prey			House- wife					
		Cluck- ers				Give it a shot	8	Tough meat	43			

Boxed In

by Jack Luzzatto

ACROSS

- 1 Relate (to)
 8 Old Spanish coins
 13 East, in Spain
 14 Illegal business syndicates
 16 Fight
 18 Household god
 19 Gomorrah's sister city
 20 Great jockey of yesteryear
 21 "There is _____ in the affairs of men": 2 wds.
 23 Of heroic proportions
 25 Actor Andrews of *Mod Squad*
 26 Solemn custom
 27 Concise summary
 29 Las Vegas _____ : Abbr.
 30 Girl's name
 32 Indonesian islanders
 34 Virile
 36 In flower
 39 Dame Sitwell or Mrs. Bunker
 42 New Deal power agcy.

43 _____ fugit

45 Mardi _____

47 Delicacy in speech

49 Control a horse

50 Rabbit's foot, e.g.

51 Being hauled: 2 wds.

53 Refrigerated: 2 wds.

55 Sweet girl of song

56 Boxer's punching bag?: 2 wds.

59 Reels before falling

60 Himalayan apex

61 Adolescents

62 Leaves in the lurch

DOWN

1 Light-wooded tree

2 Not consistent

3 Girl and show of Broadway: 2 wds.

4 President pro _____

5 Win by _____ : 2 wds.

6 "Sock _____ me!": 2 wds.

7 One who lacks

8 Wings over Britain: Abbr.

9 Epochs

10 Ready for the pitcher: 2 wds.

11 Like a lion

12 Muddy messes

14 Funny

15 Load cargo on ships

17 Boxer's conditioning exercise: 2 wds.

22 Skin: Comb. form

24 Clothes not uniforms

27 Fast driver?

28 Beach cover

31 Final

33 Stable noise

35 Deceptive lures

36 Portrait of the _____ as a Young Man

37 Boston

kitchenware

38 Produce milk

40 Boxer's mentor

41 Most difficult

44 Having one leg

46 Intelligence

48 Rich frosted cake

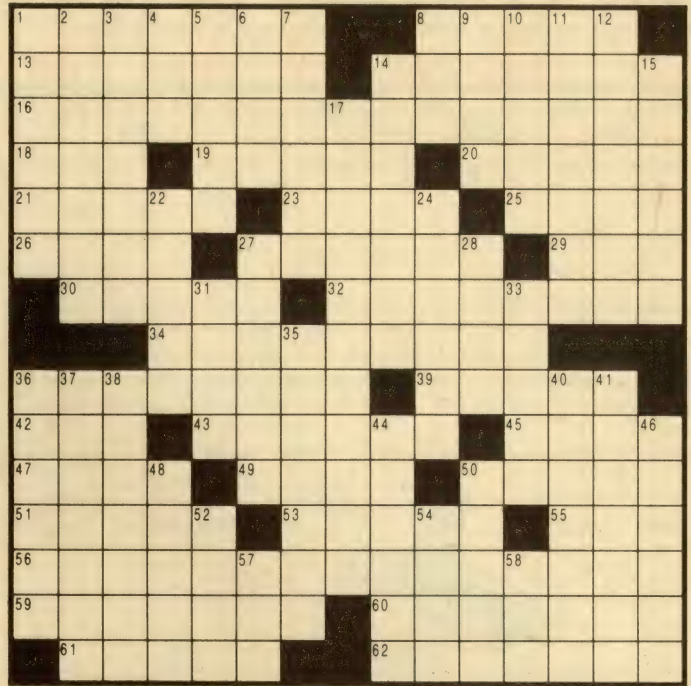
50 Harvest goddess

52 Small bird

54 Grotto

57 Tax agcy.

58 Three in Rome



Answer Drawer, page 74

Late For Work

A Puzzle in Logic

John's alarm clock failed to go off this morning. Or did he forget to set it last night? He has no time to wonder—bus will stop at the corner in 15 minutes. All the important events that will occur in those 15 minutes are listed below, but they appear in as jumbled a state as John's thoughts. Can you rearrange them in logical sequence?

Answer Drawer, page 74

Should Be No.

- a. Take a cold shower _____
- b. Slam it behind him _____
- c. Finish dressing _____
- d. Dry himself _____
- e. Open the front door _____
- f. Snatch a towel _____
- g. Put on his underwear _____
- h. Rush madly out _____
- i. Throw back the covers _____
- j. Run down the block _____
- k. Grab his overcoat _____
- l. Jump out of bed _____



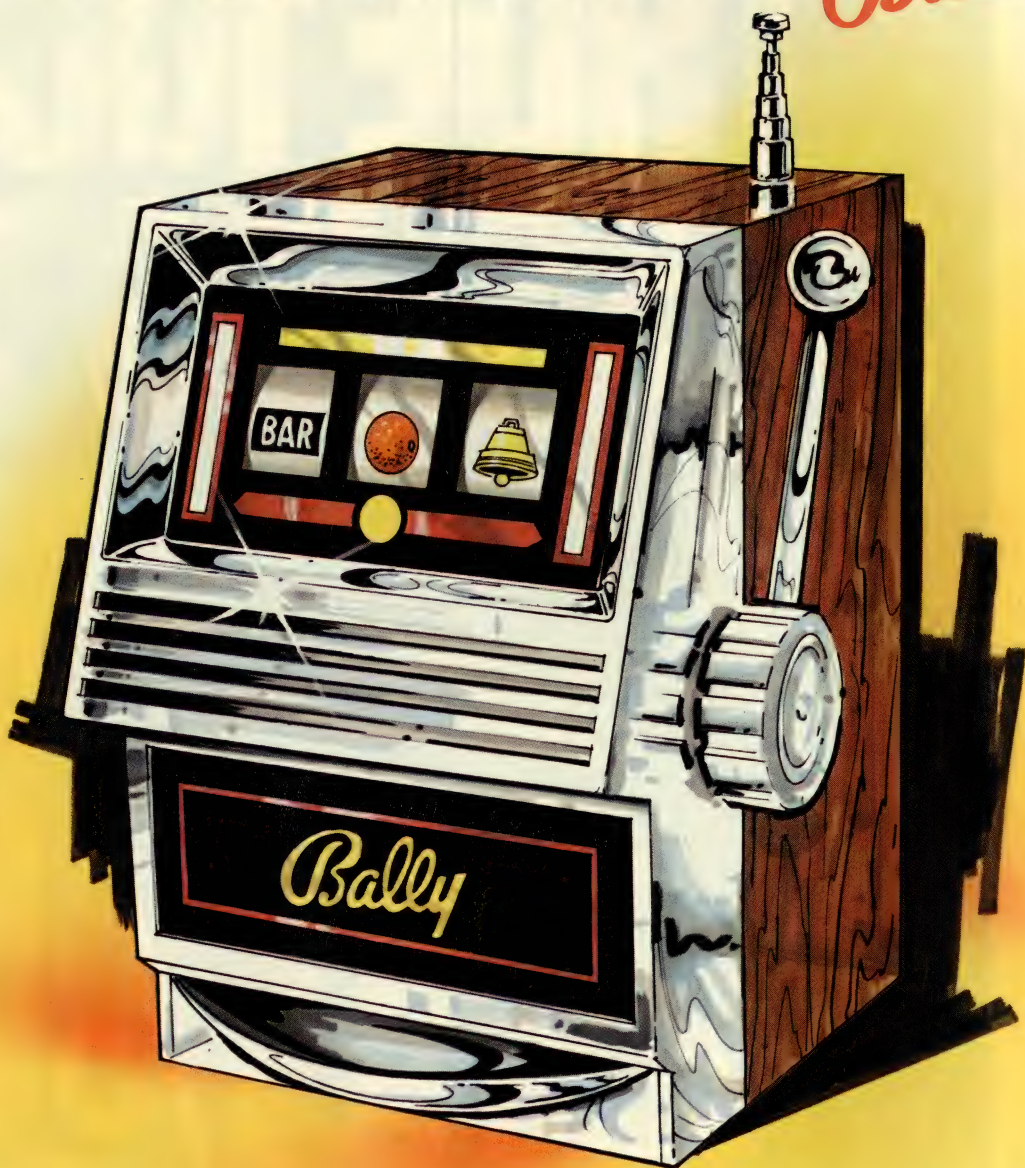
PENCILWISE continues on page 41.

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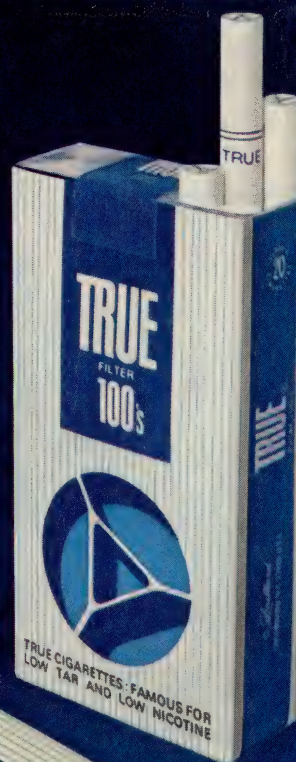
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WILD CARDS



Stunts

Bamboozler

Invite a friend to enter any three-digit number on a pocket calculator; then ask him to enter it a second time, to produce a six-digit number. Finally, tell him to divide that number by 7, by 11, and by 13, successively. This will produce the three-digit number he started with! (Why?)



Word Play

Topsy-Turvy

CHUMP is the only English word we know of that, written in script, reads the same upside down as right side up.

chump



With this issue we shuffle the deck and deal out a new feature section of Games called Wild Cards. We hope you will come to look forward, and backward, to Wild Cards as a sort of maga (magazine) zine, or rather—since that claim is already made by Pencilwise—as an extravagant maga (maga [magazine] zine) zine.

Now that that's settled, you may well be asking, "What is a Wild Card?" Well, truthfully, we're not sure—and we hope to remain so: after all, a Wild Card can be anything you want it to be, and that's what we like most about it.

There are many ways we hope Wild Cards will be wild: they might be humorous, illusory, high-spirited, bewildering, fantastic, whimsical, even wide of the mark—in short, anything but predictable and everything that makes for really diverse play.

—Dealer

When you see this symbol [?], it means that you'll find the answer to that Wild Card on page 39L.

Kibitzers

Over and Out

Below are the last utterances of some of the famous and infamous among us who signed off in style:

There will soon be only five kings left: The Kings of England, Diamonds, Hearts, Spades, and Clubs.

—King Farouk

(Stepping onto the gallows) . . . Are you sure it's safe?

—William Palmer (poisoner, hanged 1856)

God will pardon me—it is His profession.

—Heinrich Heine

I am dying as I have lived—beyond my means.

—Oscar Wilde

What is the answer? (No answer came. She laughed and said:) In that case, what is the question?

—Gertrude Stein



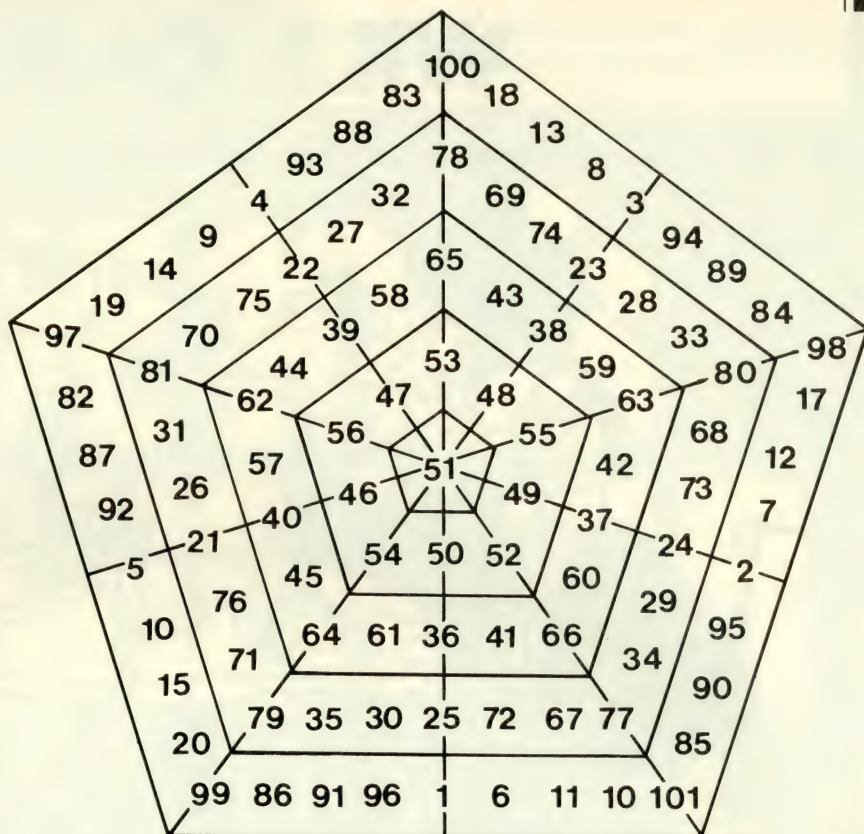
Number Play

Magic Pentagon

Many people know about magic squares, the most common type of which is a grid of numbers arranged so that all the rows, columns, and long diagonals add up to the same total. But have you ever seen a magic pentagon? The one shown was invented by M. Frolov and published in 1886. It was reproduced in Edward Falkener's *Games Oriental and How to Play Them* (Dover Books, 1961). Falkener's description is as follows:

"It will be observed that the five sides of each pentagon are all equal, and that the five diameters, from one angle to the centre of the opposite side, are each 459, which is nine times the central number 51, which is also the mean number, the series being 1-101. And, further that the inner pentagon is 510, or 10 times the mean number; the next pentagon 1,020, or 20 times the mean; the next 1,530, or 30 times the mean; and the outside pentagon 2,040, or 40 times the mean."

Magic indeed.



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Trivia



Confusables

Was it Charlotte or Emily Brontë who wrote *Wuthering Heights*? If you have to guess, good—this quiz on common confusables may be your sort of challenge. These are facts all of us have read and heard many times, but many of us still have trouble remembering.

A score of 12 for 17 is good.

1. Your car battery has died and a friend hands you his jumper cables. Do you connect the poles + to + and - to -, or + to - and - to +?
2. Between the *Lusitania* and the *Titanic*, which one was sunk by an iceberg and which by a German U-boat?
3. Was Romeo a member of the Capulet family and Juliet a member of the Montague family, or was it the other way around?
4. In a cave you notice rock formations hanging from the ceiling. Are those stalagmites or stalactites?
5. Was Plato a student of Socrates or Socrates a student of Plato?
6. On a loom, is the series of lengthwise yarns known as the warp or the woof?
7. At sea, your captain calls all passengers to the ship's starboard. If you are facing the bow, do you head left or right?
8. Copper and tin are melded to form a common alloy. Is that alloy brass or is it bronze?
9. Is an electron positively or negatively charged?
10. Did Pocahontas marry John Smith or John Rolfe?
11. Between apogee and perigee, which is the high point of an orbit and which the low?
12. Of the *Monitor* and the *Merrimac*, which was the Union ship and which the Confederate?
13. Was Alaska or Hawaii admitted to the Union first?
14. You need to be treated for an eye infection. Should you see an optometrist, an ophthalmologist, or an optician?
15. Is the boiling point of water higher or lower at higher elevations?
16. Do four bushels of grain make a peck, or do four pecks of grain make a bushel?
17. At graduation ceremonies, do you shift the tassel from the right side of the mortarboard to the left, or from the left to the right? —W.S.

?



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Card Games



What'll You Bid for the 3 of Spades?

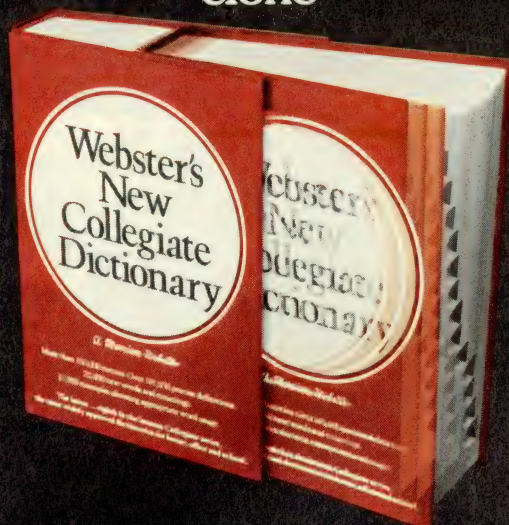
Luck, skill, and memory are all involved in this fast-moving game for three players, but the real key to winning is being able to outguess your opponents.

An ordinary deck of playing cards is sorted into suits. The spades are shuffled and placed face down on the table, and each player takes as his hand all thirteen cards of any of the other suits. The top card in the pile of spades is turned face up, indicating that it is "up for auction." Each player then "bids" for that spade by choosing one card from his hand and placing it face down. The three cards chosen are revealed simultaneously, and the player who has made the highest bid (aces are low) wins the point value of the upturned spade. Points are scored only for the spade, not for any of the three cards played. The ace of spades has a value of one point, cards ranking from two through ten are worth their face

values, the jack is worth eleven points, the queen twelve, and the king thirteen. If there is a tie for the highest card played, the players who tie divide the value of the spade showing. (For example, if the jack of spades is up for auction, the two players who tie would each win five-and-a-half points.) No player wins points if there is a three-way tie.

The three cards used as bids are placed in a discard pile, and the spade is placed face up in front of the winner (or between the winners) of the auction to facilitate keeping score. A second spade is now turned face up, and players again choose cards, place them face down, and reveal them simultaneously. Play continues in this manner until all the spades have been auctioned off, at which time no player will have any cards left in his hand. The player who has taken in the highest total spade count wins.

clone



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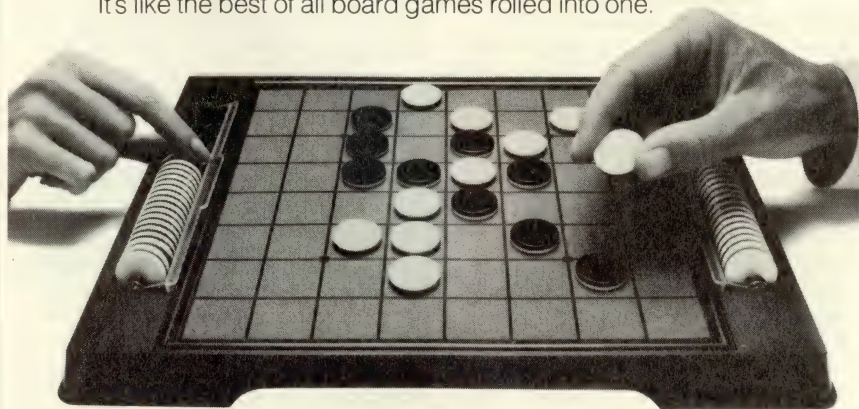
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Tough Nuts

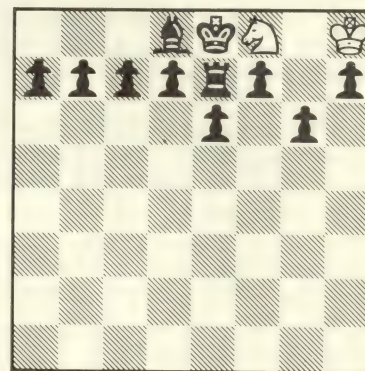


What was the Last Move?

In the diagram, you are not told which player moves next.

You do know, however, that the positions shown have been achieved without either player making any illegal moves, and also that White is moving up the board.

Using logic and deduction, can you determine the last move? (If a piece was captured, you must also specify which one it was.)



?

For the Record

Words, Words, Words

The longest sentence ever published appears in Victor Hugo's *Les Misérables*; 823 words long, it takes up three pages. Hugo also wrote the shortest letter. To find out how *Les Misérables* was selling, he wrote to his publisher, "!" The reply was "!"

—from *The Book of Strange Facts and Useless Information* (Doubleday & Co., Inc.).
© 1979 by Scot Morris.

Can You Help?

World Power Struggle

As a high school student in 1941, I played a board game called World Power, which used a map of the world as a board, similar to that of Risk. Can you or any of your readers help me obtain a copy?

Richard Hess

Send information c/o Games, 515
Madison Avenue, New York, NY
10022.

Parleyvoo Pickens



Odd Man Out

I first met Parleyvoo Pickens in an O. Henry short story, and figure him to be around 100 by now. As he recalls a lifelong career of petty con games and swindles, his advice remains what it has always been: Never bet on another man's game. . .

The old gentleman fondled a quarter in his long, slender fingers, snapped it into the air, caught it, and slapped it on the back of his other hand.

"Tails," he predicted.

Tails it was.

"Playing heads and tails with coins is the simplest of all gambling games," he grinned.

"Simple," he repeated, "and crooked. You'd scarcely believe the number of ways a seemingly innocent game of heads or tails can be gaffed so that the poor sucker cannot possibly win.

"Odd man, for instance, was the name of a game me and my partner, Buck Skinner, worked off and on for

many years.

"We'd find some prosperous-looking individual whose overstuffed pocketbook could afford a crash weight-reduction regimen. So far as this guy knew, we were simply three strangers who'd engaged in friendly conversation.

"We played the game thusly: Each of us would place a quarter or half dollar on the table, head up or head down, with our hands over it. If, when we raised our hands, there were three heads or three tails showing, the game was a standoff and we played again. But if there were two heads and a tail or two tails and a head, the 'odd man'—whose coin bore the single head or tail—won the round. Two heads, you see, aren't necessarily better than one.

"We always played for small stakes at first, maybe a dollar or so, the winner buying the next round of beers. Naturally, the winner at this early stage was usually our new

friend, the local Reub. As the game progressed, five and ten dollar notes were tossed into the kitty, and ol' Reub began to win less and less often. But he usually didn't suspect that he was being 'taken' by a pair of the slickest con men in the West because the honors were divided between me and Buck (who, you will recall, were supposed to be strangers).

"Well, the reason we always won and the Reub lost was a toothpick—the one between my teeth. We used it as a sort of secret semaphore: when I had it on the left side, Buck knew I was going to turn up heads, so he would turn up tails. If the toothpick was on the right side, we did the reverse.

"As for the poor Reub, it made no difference what he turned up. Whether heads or tails, his coin always matched either my coin or Buck's, so one or the other of us would always collect the kitty as the odd man out." —Peter Van Note



The Deluxe Board (pictured) is made of laminated birch imported from Finland. Each of these original hand crafted collector's sets is signed and numbered by the designer-Gary Gabrel. The sets include three sets of jewel-like glass playing pieces in leather pouches, a complete instruction booklet, and handsome carrying case. Board is 19" x 19", shipping wt. 11 lb.

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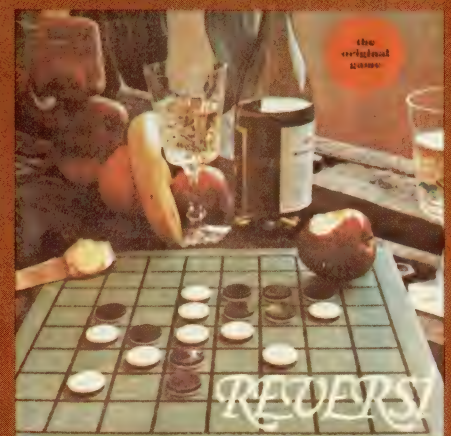
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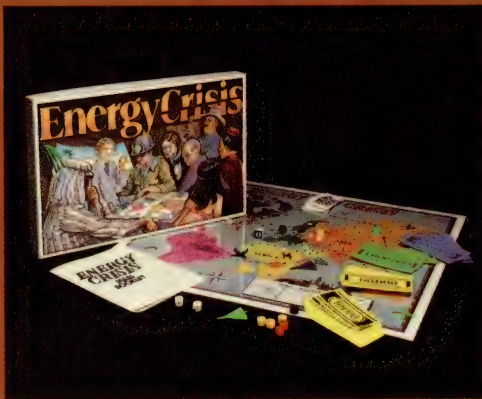


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Games Britons Play



Each year, the British magazine *Games & Puzzles* polls its readers to learn their favorite board games. Anyone wishing to submit a ballot names his or her favorite *proprietary* board games. (The voting does not include traditional games like chess or backgammon, nor any card games, pencil and paper games, or other non-board games.) Here are the top ten games in each of the last four years, as judged by the largely British readership.

1975

1. SCRABBLE
2. MASTER MIND
3. DIPLOMACY
4. MONOPOLY
5. HARE & TORTOISE
6. CLUEDO (CLUE)
7. FORMULA 1
8. RISK
9. THOUGHTWAVE
10. 4000 AD

1976

1. DIPLOMACY
2. SCRABBLE
3. MASTER MIND
4. MONOPOLY
5. KINGMAKER
6. HARE & TORTOISE
7. CLUEDO (CLUE)
8. 4000 AD
9. RISK
10. FORMULA 1

1977

1. DIPLOMACY
2. KINGMAKER
3. DUNGEONS & DRAGONS
4. HARE & TORTOISE
5. SCRABBLE
6. 1829
7. MASTER MIND
8. RISK
9. MONOPOLY
10. BLACK BOX

1978

1. KINGMAKER
2. DIPLOMACY
3. DUNGEONS & DRAGONS
4. BLACK BOX
5. 1829
6. SCRABBLE
7. ACQUIRE
8. RISK
9. HARE & TORTOISE
10. CLUEDO (CLUE)

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BANTAM BOOKS

Travel Games

Tennis Elbow Foot



The name of the game indicates the rules. One person begins with a word—any word that leaps to mind—and the person on his left follows with a word connected in some way with the first one. The connection may be synonymous, antonymous, rhyming, literary, or anything at all as long as it makes sense to the other players. This goes on, round and round the lot of players, until someone falters or makes a false connection.

Player A: "Strong"

Player B: "Hardy"

Player C: "Tess"

Player D: "Bess"

Player A: "Black"

Player B: "White" . . .

On the face of it, there is no reason why this game should ever end. In fact, you may find that there is nothing quite as intellectually rigorous and just plain fun as this form of indoor croquet.

—from *40 Games for Frivolous People* (Quick Fox), ©1978 by Peter Wilson.

Teasers



Out of the Mouths of Babes

Pair these Nursery Rhyme Notables with their favorite foods.

1. Jack Sprat
 2. Tommy Tucker
 3. Miss Muffett
 4. Jack Horner
 5. Simple Simon
 6. Third little piggy
 7. Peter, Peter
 8. Tommy and me
 9. Queen of Hearts
 10. Mother Hubbard's Dog
- a. White bread and butter
 - b. Pie
 - c. Lean
 - d. None
 - e. Patty cake
 - f. Curds and whey
 - g. Roast Beef
 - h. Tarts
 - i. Christmas Pie
 - j. Pumpkin

—from *The Food Lover's Book of Lists* (New American Library, Inc.) ©1979 by Patricia Altabello and Deirdre Pierce.

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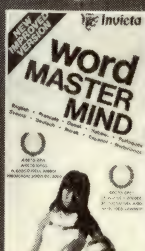
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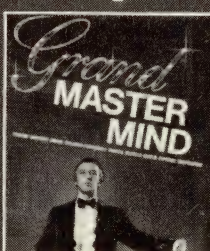
2



3



4



Tough Nuts

A Puzzle Poem



John gave his brother James a box.
About it there were many locks.
James woke and said it gave him pain,
So he gave it back to John again.
The box was not with lid supplied,
Yet caused two lids to open wide:
And all these locks had never a key—
What kind of box, then, could it be?

—Lewis Carroll

Number Play



Hanging in the Balance

In a stack of nine silver dollars, eight are genuine and weigh the same, but one is a counterfeit and is slightly lighter than the rest. How can you pick out the counterfeit coin in only two weighings on a balance scale?

List Dept.

The Ten Most Landed-Up-On Monopoly Spaces



Every Monopoly player has his own strategy. Now Irwin Hertzal has used a computer to determine the overall probability of landing on each square. Hertzal, an associate professor of mathematics at Iowa State University, fed the computer every conceivable variable, such as what happens when a player goes to jail or draws a card after landing on Community Chest or Chance. Results of his computer analysis, in order of decreasing frequency, are as follows:

1. Illinois Avenue
2. Go
3. B. & O. Railroad
4. Free Parking
5. Tennessee Avenue
6. New York Avenue
7. Reading Railroad
8. St. James Place
9. Water Works
10. Pennsylvania Avenue

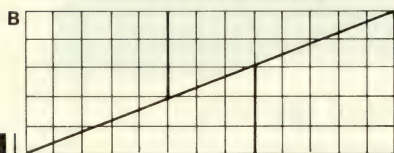
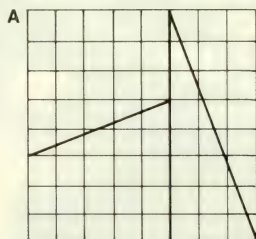
—from *The People's Almanac*™ Presents *The Book of Lists* (William Morrow & Co.). © 1977 by David Wallechinsky and Irving Wallace.



Seeing Is Not Always Believing

If you don't agree with the above title, try this one on for size. It's an old geometric paradox, possibly originated by Sam Loyd, the master puzzlemaster of the last century.

Take an 8x8 section of a piece of graph paper and draw lines on it as shown in Diagram A. Cut along those lines, then reassemble the pieces as shown in Diagram B. The total number of small squares in the four pieces has miraculously increased from 64 to 65!



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Can you teach Old Spot a new trick? Yes, if Spot is a domino—and all you need is one to play this game.

Kneel on the floor and set a domino on end a few inches in front of you. Holding your hands behind your back, try to knock the domino over without losing your balance. (Note: This feat is easier for the ladies, for gravitational reasons.)

Kibitzers

No Bluff



There are few things that are so unpardonably neglected in our country as poker. . . . The ignorance of the people is fearful. Why, I have known clergymen, good men, kind-hearted, liberal, sincere, and all that, who did not know the meaning of a "flush." It is enough to make one ashamed of one's species.

—Mark Twain

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We Have Something To Prove To You

Actually, I'd been looking for this kind of incredible, what-have-you-got-to-lose bargain for almost two years. I know that for every person who buys an item from one of our ads there must be a hundred others who like it, want it and won't buy it—reluctant to do business by mail with a company they don't know.

Well, this time the price is so low, the bargain so unusual, you can't get hurt in any way. Besides, you have our unconditional 21-day money back guarantee. And since we're one of the oldest as well as largest mail merchandisers, you know we'll still be here in just three weeks.

Your greatest assurance, though, is the reason behind this closeout offer. We want to prove what we mean by our slogan "affordable quality" and demonstrate our reliability. How could we ever sell you anything else, which is the whole purpose of this ad, if the tape recorder isn't as good a unit as those you can buy for two or three times the price?

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So, you have three weeks to test the professional quality and to satisfy yourself that a recorder that picks up a whis-

per and can be carried in your pocket is a really valuable asset.

Take it on the commuter train, in a plane, driving in your car. Keep it by your bed. (I take mine with me when I shave.) Use it so you won't forget your ideas, to record meetings, summarize conferences, get the details of a deal on tape before they get away from you, to keep a record of your travel expenses. Then,



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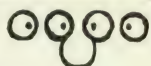
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Look



The Incongruous Road Sign Game

We once saw a sign announcing
NO TRESPASSING
VIOLATORS WILL BE PROSECUTED
TO THE FULL EXTENT OF THE LAW
—THE SISTERS OF MERCY

Later we learned that *The Times* of London ran a daily column of similarly incongruous, ambiguous, or otherwise humorous road signs, many of which had been discovered and photographed by readers. The best of these were collected in book form under the titles *Signs of the Times* and *More Signs of the Times*. We offer some examples in the hopes of inspiring you to be on the lookout for more of the same. Send us photographs of your favorites.



Photographed by Captain C. Fletcher-Wood of the Royal Artillery, this sign confirms comfortingly that the days are getting longer.



This biological curiosity was spotted on a road near Winkfield, Berkshire, by W.H.C. Saxon of Hemel Hempstead.

Raise legs before moving

This clear and unchallengeable sign appears on the back of mobile huts with retractable legs. The snap is by David Howard of Highbury.

Photos from *More Signs of the Times* (Elm Tree Books, London)

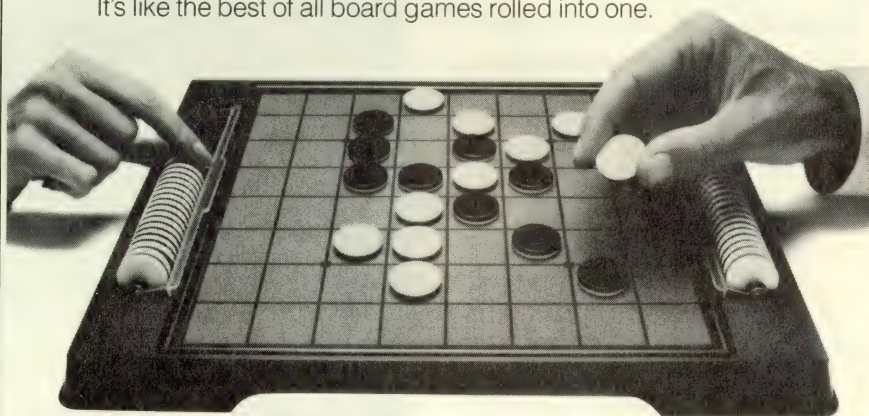
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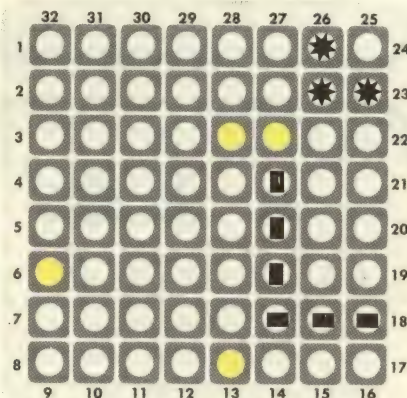


THE SOLUTION.

(IF YOU DON'T KNOW THE PROBLEM, TURN TO PAGE 20.)

The missing ball is at the intersection of coordinates 27 and 22. The diagram shows how the rays from the remaining three chips were used to find it.

You are now initiated into some of the mysteries of BLACK BOX. There are more. For instance, there is a kind of ray that neither hits nor ricochets. And there is a solitaire version of play, as well as a version with an opponent. And more. The only real way to explore the mysteries of BLACK BOX is to get one. So, get one.



BLACK BOX™
THE ULTIMATE GAME
OF HIDE AND SEEK.
PARKER BROTHERS

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ANSWERS

Trivia

Confusables

Emily Brontë wrote *Wuthering Heights*, Charlotte wrote *Jane Eyre* (sister Anne wrote *Agnes Grey*).

1. + to + and — to —.
2. *Titanic*, iceberg; *Lusitania*, U-boat.
3. The other way around.
4. Stalactites hang from the ceiling.
5. Plato was a student of Socrates.
6. Warp (wool) is the filler thread).
7. Right (left is port).
8. Bronze (brass is copper and zinc).
9. Negatively.
10. John Rolfe.
11. Apogee, highest; perigee, lowest.
12. *Monitor*, Union; *Merrimac*, Confederate.
13. Alaska was first.
14. Ophthalmologist (an optometrist examines for and prescribes correctional lenses, and an optician grinds the glass for them—whew!).
15. Lower.
16. Four pecks make a bushel.
17. Right to left.

Tough Nuts

What Was the Last Move?

White's king moved from g8 to h8, capturing a black queen. Reasoning: It cannot be Black who just moved, as there would have been no legal move he could have made to reach this position (except moving his pawn from g7 to g6; but if this were the last move, the white king could not have crossed the black pawn barrier without moving into check at some point). Since White's knight cannot have made the last move, the only remaining possibility is White's king. But what was Black's previous move? It cannot have been made with any of the pieces still on the board, for the same reasons that Black cannot have been the last player to move. Therefore, the white king has just made a capture on h8. What piece did he capture? Not a knight, for then Black would have had no possible previous move; nor a rook, since White's king would have been in check at the start of Black's turn; nor a bishop, since the presence of all eight black pawns makes existence of a second dark-squared bishop impossible. So Black must have moved a queen to h8. The white king must therefore have stood at g8 rather than g7, as the king would otherwise have been in check at the beginning of Black's last turn.

A Puzzle Poem

Lewis Carroll answered his puzzle with this poem:

As curly-headed Jemmy was sleeping in bed,
His brother John gave him a blow on the head;
James opened his eyelids, and spying his brother,
Doubled his fist, and gave him another.
This kind of box then is not so rare;
The lids are the eyelids, the locks are the hair,
And so every schoolboy can tell to his cost,
The key to the tangles is constantly lost.

Teasers

Out of the Mouths of Babes

- | | |
|------------------------------|------------------|
| 1. c. Lean | 6. g. Roast Beef |
| 2. a. White bread and butter | 7. j. Pumpkin |
| 3. f. Curds and whey | 8. e. Patty cake |
| 4. i. Christmas Pie | 9. h. Tarts |
| 5. b. Pie | 10. d. None |

Number Play

Hanging in the Balance

First weighing: Pick, at random, six of the coins and weigh three against three. If they balance, the counterfeit is among the three coins that haven't been weighed. If they don't balance, the counterfeit is one of the three coins on the lighter pan.

Second weighing: From the three coins that contain the counterfeit, pick two at random and weigh one against the other. If the pans balance, the odd coin is counterfeit. If they don't, the pan that goes up holds the counterfeit coin.

"AN IRRESISTIBLE IMPULSE TO PERFORM AN IRRATIONAL ACT"

COMPULSION™

REMEMBER: IT'S A GAME

HOT TIP!

A CONTEST Introducing Part of the Fun of COMPULSION

When you play the game of COMPULSION, you not only may bet on the horses, but you may invest in stocks and commodities, own copyrights and patents, and even participate in a venture such as a Broadway play or a baseball franchise.

But now you are at the Track:

FIRST RACE			SECOND RACE			THIRD RACE		
#	Horse	Winning Numbers Odds	#	Horse	Winning Numbers Odds	#	Horse	Winning Numbers Odds
1	PAPA	18-21 2-1	1	OUTWARD BOUND	26-28 10-1	1	VIDEOTAPE REPLAY	21 10-1
2	GRAPE	22-24 4-1	2	RZ	16- 9-1	2	GENERAL PUTNAM	17-20 3-1
3	STUFFY	28+ 20-1	3	GOING WEST	17-19 4-1	3	VERMONT YOGURT	12- 150-1
4	DEMON	15-17 7-1	4	VEGETARIAN	29+ 30-1	4	APBA	26+ 8-1
5	MACHO	14- 30-1	5	X-PRESS	23-25 5-1	5	DANCE THERAPIST	22-25 2-1
6	TIGGER	25-27 6-1	6	HIGHWAY 61	20-22 3-1	6	BOUND FOR GLORY	13-16 8-1

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We have given you \$20,000 and your choice of one of four TIPS:

1. UNPUBLISHED WORKOUT: Add 3 Numbers to Horse #1.
2. TRACK BIAS: Add 3 Numbers to Horse #3.
3. EQUIPMENT CHANGE: Add 3 Numbers to Horse #6.
4. MUDDY TRACK: Double the Odds on all Even Numbered Horses.

You must choose the tip you think is best and the race for which it is most helpful.

Run the races a number of times -- take note of the winners and how the tips affect the outcome. Ultimately, you will use one tip and bet all of your \$20,000 on one horse in one race. Welcome to COMPULSION!

RULES

1. **RUNNING THE RACE:** Each Race is run by rolling a pair of dice three times. The sum of the rolls is the WINNING NUMBER. The horse with that WINNING NUMBER is the winner of that race.
2. **USING THE TIPS:** Tips Numbers 1, 2 and 3 result in one horse in each race gaining additional WINNING NUMBERS. When numbers are added, they are added to the high side. Three different examples from race Number 1:
 1) Grape has Winning Numbers of 22 - 24. If two are added, Grape's numbers become 22 - 26.
 2) Macho has Winning Numbers of 14- (14 and lower). If two are added to Macho, his Numbers become 16-.
 3) Stuffy represents the EXCEPTION to the standard rule. If two are added to Stuffy's Winning Numbers of 28+ (28 and higher), her Winning Numbers become 26+.
3. **ENTERING THE CONTEST:** After choosing your race, your tip, and your horse (which need not be favored by the tip), fill out the entry blank below or a reasonable facsimile. Entries must be received by October 1, 1979.

WINNING THE PRIZES

The entry with the highest cash total after the races are run by Edventure will win.

Grand Prize is a framed copy of the COMPULSION game board, signed by the inventors.

Ten Runners-Up will receive COMPULSION T-shirts.

Get out your dice at once! Earliest postmark wins; we anticipate ties.

MY HOT TIP #: _____
 MY RACE #: _____
 MY HORSE #: _____



Name _____
 Address _____
 City _____ State _____ Zip _____

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Watch for Race Results in the Jan./Feb. issue of GAMES.

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10 mg. 'tar'

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Insomnia

A Letter Game for Any Number

by Ellen Manewal

The idea for this game was hatched in bed one evening as a remedy for insomnia. Friends who have tried it agree that it beats counting sheep. You can play it with or without pencil and paper, alone or competitively with bedmates.

Preliminary: Select any two letters of the alphabet.

Object: To name the shortest word that contains the chosen key letters in order (not necessarily consecutively) with, in turn, each of the given 26 letters of the alphabet.

Example: Suppose the key letters are G and M. Okay, now start with A. Possible answers would be ARGUMENT, **GAM**, and ENIGMA (with the given letter respectively before, between, and after the key letters). In this case GAM would be the shortest answer. Note that **MAGIC** would not be an allowable answer because the key letters are not in correct order.

Also Note: When a given letter repeats one of the key letters, it

must appear in addition to the key letter. Words may be reused in a list. Proper names, hyphenated words, and foreign words are not permitted.

Scoring (Optional): Count one point per letter in each answer, and 12 points for any given letter without an answer. When three or more players compete, the shortest word for a given letter scores three points less than its number of letters (all other words still score as above). The player with the lowest score at the end of the game wins.

Sample Game Below: You may want to save this game for bed tonight. By the time you reach H, you'll probably be asleep. In the event you can't wait, we've provided a solving chart. Par score is 162. Our list of words, with a somewhat lower score, is shown in the Answer Drawer.

Answer Drawer, page 74



Key Letters: G, M

Given Letter

		Score	N	
A	GAM	3	O	
B	GUMBO	5	P	
C			Q	
D			R	
E			S	
F			T	
G			U	
H			V	
I			W	
J			X	
K			Y	
L			Z	
M				
			Total	

Cartoon Quips...

by Norma Gleason

If both your brain and funny bone are engaged, you are ready for the cryptogrammatic cartoons below. The gaglines have been translated into simple code alphabets, just as in regular cryptograms. For example, if the letter J were represented by M, O by P, K by X, and E by U, JOKE would be enciphered MPXU. Letter substitutions remain constant throughout any one

cipher, but change from one to the next. An asterisk (*) indicates a proper noun.

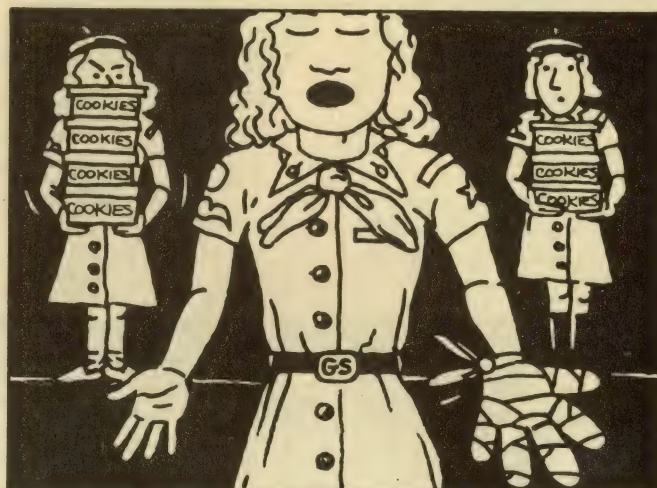
On the facing page are challenging ciphers of a different type—the Nihilist Transposition. Try solving the puzzles. Then use the transposition method to send your own secret messages.

Answer Drawer, page 74



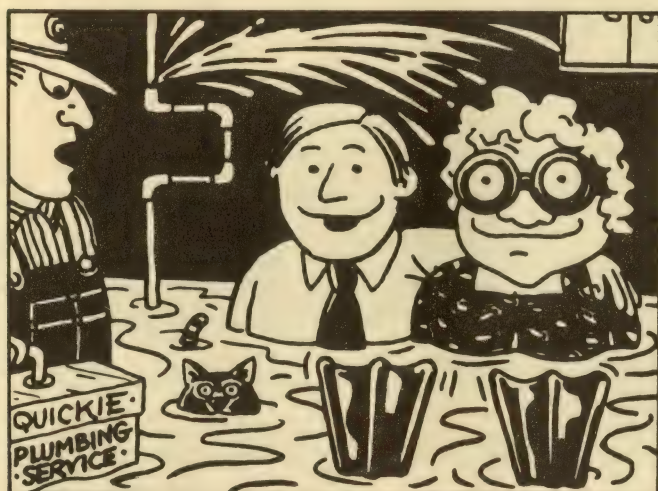
1. THREE TOO MANY

YBH, BKCQ'E HIW EZC OJYC MWH
EZBE YAJTTCS PC B SIAABK LIK
LIWK DWTY IL DILLCC
HCYECKSBH? J DIWASQ'E YACCT B
OJQV BAA QJMZE.



2. ONE BITE IS ENOUGH

C JMFY HFF RD NMPCBJ, *RWJ.
*JRCSU. SUB LCWJS RHZ C
NHFFBY MZ AMOTUS HFF SKBZSD-
LCIB AMQBJ. CS KHJ HLSBW UCJ
YMT ACS RB.



3. SURVIVAL COURSE

MQFO YJ JBBG EBP WB QBCM JB
MZJ NZVZ. INYQZ IZ IZVZ
IFYJYCM HBV EBP, Y JFPMNJ XE
IYHZ NBI JB WIYX.



4. TAKE THE OATH

CIOPW BLVC COXME MIYG IYG
PKWIC EMIE BLV KOQQ TVQQ EMW
ELLEM, EMW KMLQW ELLEM, IYG
YLEMOYX AVE EMW ELLEM.

...And Spygrams

The Nihilist Transposition Cipher

Revolution and Espionage

During the 1860s and 1870s a movement known as Nihilism was a political force in czarist Russia. The Nihilists sought, by assassinating public officials and terrorizing the nation, to overthrow the government of the "Czar Liberator" Alexander II and institute revolutionary reform.

Alexander II summoned a brilliant officer, General Loris-Melikov, in the winter of 1879 to break up the Nihilist organization, the Truth and Freedom League. Melikov abolished the unpopular political police and in its place established an espionage group to work from within the revolutionary movement. Melikov's spies identified a number of the Nihilist leaders; including one Mikhailov, who was believed to be deeply involved in the league's propaganda.

Imprisoned, Mikhailov persuaded a sympathetic guard to carry a long letter to Nihilist comrades outside. The guard was in fact working for Melikov's agents, and before nightfall the document was on Melikov's desk.

The document was, of course, in cipher. But Melikov's well-trained cryptanalysts set to work and found it was of an unusual double transposition type. This cipher is known today as the Nihilist Transposition, and is the basis of the puzzles below.

How the Cipher Works

In a Nihilist Transposition, the letters in a plaintext message are first arranged in a square formation. If necessary, nonsense letters (called nulls—x's here) fill out the array at the end. Rows and columns are numbered. THE TRUTH AND FREEDOM LEAGUE, for example, would appear:

	1	2	3	4	5
1	T	H	E	T	R
2	U	T	H	A	N
3	D	F	R	E	E
4	D	O	M	L	E
5	A	G	U	E	X

Next the vertical columns are rearranged by a numerical pattern, say 35214:

	3	5	2	1	4
1	E	R	H	T	T
2	H	N	T	U	A
3	R	E	F	D	E
4	M	E	O	D	L
5	U	X	G	A	E

Finally, the horizontal rows are rearranged by the *same* numerical pattern:

	3	5	2	1	4
3	R	E	F	D	E
5	U	X	G	A	E
2	H	N	T	U	A
1	E	R	H	T	T
4	M	E	O	D	L

The letters are then taken off *vertically* in groups of five, resulting here in the cipher message RUHEM EXNRE FGTHO DAUTD EEATL. The letters are the same as the plaintext; only their order has been changed.

How to Solve

To solve a Nihilist Transposition (without knowing the numerical pattern), you reverse the above procedure. First copy the message vertically into a square of the proper dimensions (5x5 for a 25-letter cipher, or 6x6 for 36 letters, etc.). Next try to find scrambled words in each row. For example, in the enciphered square for THE TRUTH AND FREEDOM LEAGUE above, one might guess the words FREE in the top row and THE in the fourth row. Those guesses would tell you, as a start, that the third column should immediately precede the first—since F precedes R in FREE, and H precedes E in THE.

As you rearrange the vertical columns by trial and error so that each horizontal row makes sense, switch the horizontal rows according to the same numerical pattern so they read consecutively.

The Puzzles

Copy the letters of each of these four ciphers into a square on a separate sheet of paper. Clues to help you start solving are provided in parentheses. The ciphers get harder, and the clues less helpful, as you proceed.

Solutions, and the conclusion to the Mikhailov story, are found in the Answer Drawer.

Answer Drawer, page 74

1. SKIRLING MUSIC

RNYXI ATERT EBSIE NPEUT AXSGN
CVEIH INAMP T

(Clues: Thirty-six letters make a 6x6 square. Copy the cipher vertically into this square. Row #6 in this cipher is to be read first, and therefore must contain at least one *beginning* word—as opposed to other rows which may start with continuations of words. Anagram row #6, rearrange the columns, and then shift the rows. The first word is THE.)

2. RELATIONSHIPS

EDIIE OYN OE EDCUI AIQRY EEAAA
XQTNC SFXUH RRTUI TMATS RNAB

(Clues: Forty-nine letters. Row #3 is first. What letter normally follows Q? The word is ACQUIRE.)

3. BUDGET PROBLEM

AMIRS IEANA KPEED OCCHW
EOEEU GSMTA FEHCN TKWLI
EDYEN YRAT

(Clues: Row #1 is to be read first. Can you find a scrambled five-letter word in it?)

4. WHEN THE GOING GETS TOUGH, REMEMBER:

PTEEC BSASA SSBLC KIUSS LLETN
MTSEO AWSSG OOBEC TRTUS
IASPS NCAGU HEEOC TNNT

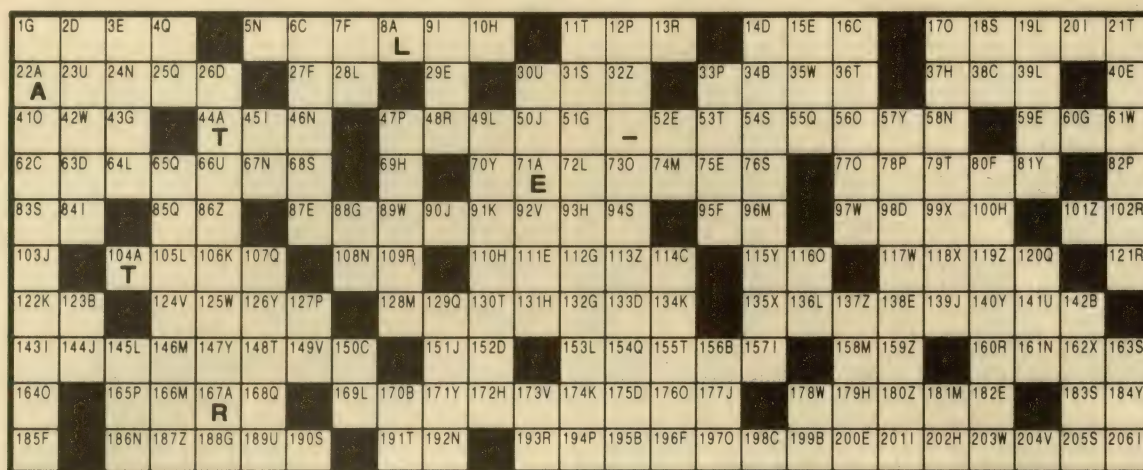
(Clues: Sixty-four letters. Row #5 contains one word eight letters in length. It's plural, but the S is on another row.)

Double Cross

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate words

in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the name of the author and the source of the quotation. *Answer Drawer, page 74*



	R	A	T	T	L	E
A. Baby's toy.....	167	22	44	104	8	71
B. Panama, for one	34	123	142	156	199	170
C. Enemy of Julius Caesar	62	6	16	114	38	198
D. Spring-flowering shrub	175	98	133	152	14	2
E. Authorized funds	111	87	52	182	200	40
F. Bigot	7	27	80	95	185	196
G. What music is often played in: 2 wds.	43	188	1	132	88	112
H. Wildly humorous; zany: 3 wds.	202	179	100	110	37	93
I. Not deserving.....	20	84	143	9	201	157
J. Undertow cause.....	144	151	90	50	139	177
K. Out of order; wrong	91	106	122	134	174	
L. Sam Clemens' river.....	153	145	72	49	105	39
M. Ugandan city	74	96	146	166	158	128
N. Bridge maneuver	192	46	5	108	161	186
O. English author Christopher	56	73	197	176	17	77
P. Chinese breed of dog: 2 wds.....	82	47	12	33	127	78
Q. Robust, as a seaman: Hyph. wd.....	129	85	4	168	65	25
R. Petroleum distillate	13	48	193	102	109	121
S. Giddy; dizzy: Hyph. wd.	205	31	68	183	76	190
T. Decoratively woven	79	148	11	130	191	53
U. Chubby Checkers' dance.....	23	30	66	141	189	
V. TV's Philbin.....	92	124	149	173	204	
W. River that joins the Tigris.....	89	203	125	97	117	178
X. Obscene; indecent	99	118	135	162		
Y. Restrained; suppressed	147	57	81	184	171	126
Z. Face to face: Hyph. wd.	32	86	101	113	119	137

Tom Swifties

by Gloria Rosenthal

A Tom Swifty, as you may know, is a line of dialogue ending with a whimsically appropriate adverb. For example, "I read *Games*, from time to time," Tom said *periodically*. The following Tom Swifties are lacking the all-important adverbs. We've given you the first letters to help you come up with those we have in mind. "Okay, get your pencils out," Tom said *pointedly*.

Answer Drawer, page 74

1. "I just bought a foreign car!"
Tom announced T_____.
2. "Nyeah, nyeah, let's have some turtle soup,"
Tom said M_____.
3. "I forgot what my wife wanted from the store,"
Tom said L_____.
4. "I'm so happy that I can float,"
Tom declared B_____.
5. "Block that kick!"
Tom shouted D_____.
6. "I've got a code in da nose,"
Tom muttered S_____.
7. "Did *you* ever fly a plane?"
Tom asked A_____.
8. "My paint canvas is blank,"
Tom said A_____.
9. "I hate quizzes,"
Tom stated T_____.
10. "This cream is bad,"
Tom said S_____.
11. "Better order 12 dozen of the blasted things,"
Tom said G_____.
12. "I always shop here,"
Tom announced P_____.
13. "Columbus, you were wrong,"
Tom stated F_____.
14. "I prefer unposed photos,"
Tom remarked C_____.
15. "It's a copy machine; it's a copy machine,"
Tom said R_____.
16. "Try on this negligee,"
Tom suggested T_____.
17. "All campers to their shelters,"
Tom announced I_____.
18. "Let's not cut the Valentine,"
Tom agreed W_____.

FOLD THIS PAGE!
YOU ARE APPROACHING

The World's Most Ornery Crossword Puzzle

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of easier clues (on the following left-hand page) which may be used either as secondary clues or as the primary clues for a less severe challenge. So you may prefer to keep the Easy Clues hidden by folding this page on the dashed line, tucking this side under, and *then* turning the page. To peek or not to peek is up to you.

Answer Drawer, page 75

National League

by Mel Rosen

Hard Clues

ACROSS

- | | | |
|--|-------------------------------------|---|
| 1 Like Harvard's "pudding" | 58 Large: Comb. form | 101 _____ media (non-extreme position) |
| 6 Members of genus <i>Felis concolor</i> | 60 The _____ (Scriptures) | 102 Unsettle; bewilder |
| 11 Splendor | 61 Paragon | 105 Spare the rod |
| 16 Military decoration | 62 Adds liquor | 106 Gush water |
| 21 Prefix with "logical" or "physics" | 63 Winnowed applicants | 107 Work, as fields |
| 22 Occupied | 66 Boston, from New York | 108 Pickup |
| 23 Bequeath | 67 Popes, to Italians | 109 Agitate vigorously |
| 24 Slough, at bridge | 68 Faro starter cards | 110 Occasion for put-downs |
| 26 BBC-1, on the telly? | 69 Rain in scattered drops | 111 Virginia's parents |
| 29 Freight train | 70 Year in the reign of Justinian I | 112 Suffix with "lobby" |
| 30 Substance of cassiterite | 71 Nautical depth-measuring device | 113 Certain swine |
| 31 <i>Die Dreigroschenoper</i> star's first name | 73 Kind of butterfly | 114 French city |
| 32 Weasel's cousin | 74 Hood's weapon | 115 Relative of a Wave |
| 33 Catcalls | 75 Where Chang and Eng were born | 116 Fetish for fine porcelain? |
| 34 Blvd. | 76 Home of Daedalus | 122 Most obscure |
| 35 Heinousness | 77 Shoemaker's tool | 126 Curling team |
| 38 "_____ There," Cohan song | 78 Do better with the shot | 127 A Giant, once |
| 39 Type of rocket engine | 80 Southern trees | 128 Thames sights |
| 40 Complacent | 82 Francs, in the Alps | 129 Calm down again |
| 41 Salvages | 86 Impure smelting products | 130 Pasture, to the British |
| 42 Miss New York, Miss Colorado, etc. | 87 Towels | 131 Assured of success |
| 47 Toto, to Dorothy | 88 "": Abbr. | 133 Away from here |
| 48 Telephone switchboard | 89 Auctioneer's word | 135 Cardiff _____ (hoax of 1869) |
| 50 Refuges | 90 Self-preservation instincts | 137 At the hub: Abbr. |
| 51 Voting "aye" | 91 Prepossession | 138 _____ complex (architect's neurosis?) |
| 52 Puckish | 92 Monkey house | 140 Hans Brinker's pants? |
| 55 Prime minister of note | 94 Next to | 144 Roman councils |
| 56 Come-ons, perhaps | 97 Jehoshaphat's father | 145 Harmonize |
| | 98 Group enterprise | 146 Indonesian language |
| | 99 Put off | 147 Witch's boat, in Macbeth |
| | 100 Corpulent, to a fault | |



The Easy Clues for the World's Most Ornery Crossword Puzzle

Incorporating anagrams and other wordplay in *italics* following the clues. (Don't peek until you read page 45.)

ACROSS

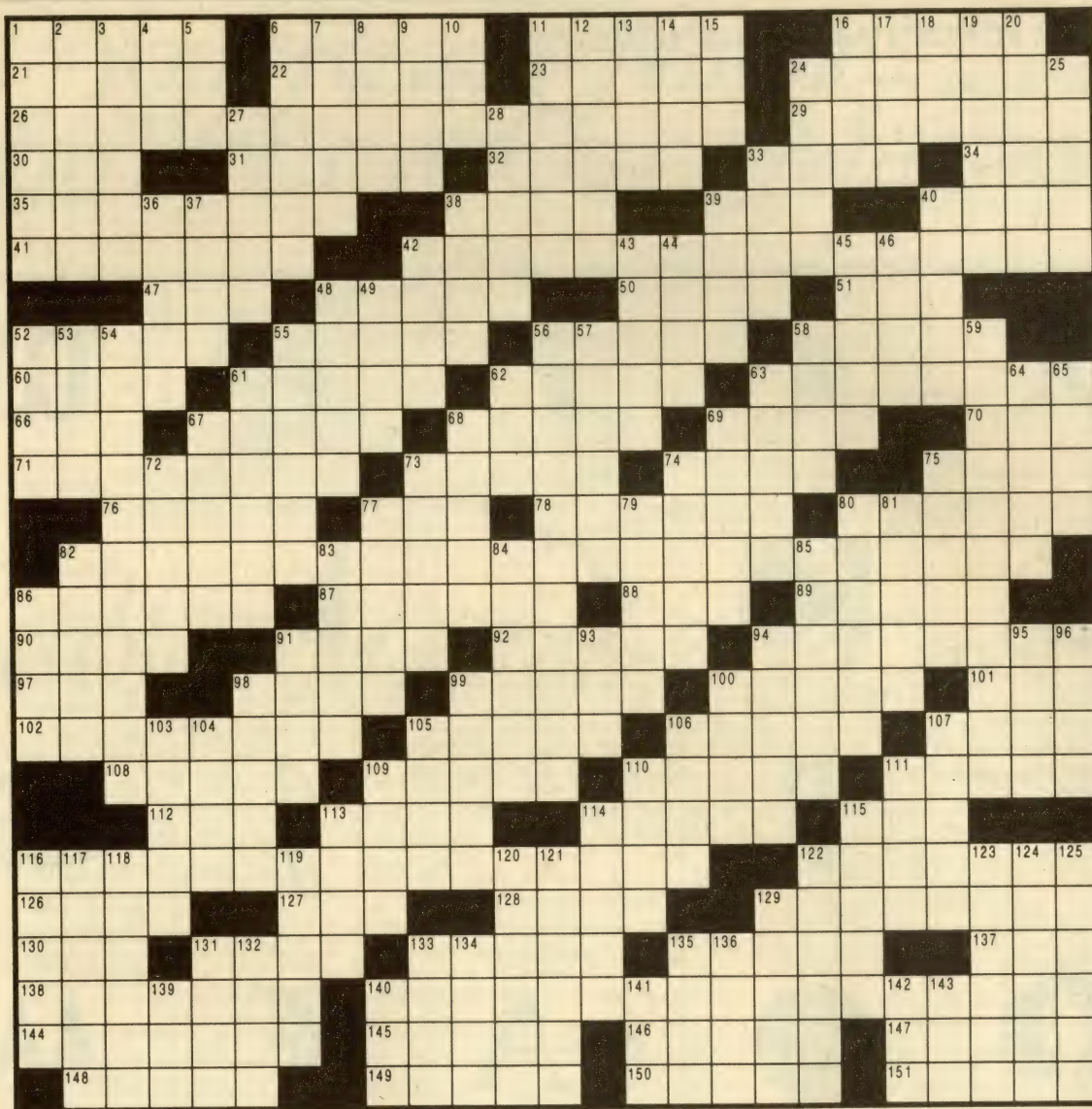
- 1 Too quick to be wise
6 Cougars
11 Brilliance of achievement (broken *cleat*)
16 Purse fastening
21 Player in the Houston "dome"
22 Currently operating: 2 wds.
23 The L in AWOL
24 Throw away
26 Water between Dover and Calais: 3 wds.
29 "Noisy" snake
30 — Pan Alley
31 Singer — Lenya
32 Playful sea mammal
33 Opposite of bravos
34 — Maria
35 Monstrous offense
38 Head — heels
39 Charged atom
40 Self-satisfied
41 Gets back
42 Long-stemmed red roses: 2 wds.
47 Teacher's — (favorite)
48 Quiz show group
50 Large boats
51 Paid athlete
52 Fairylike
55 Initiate
56 Mason-Dixon and Maginot
58 Great: Comb. form (*G.I. man*, perhaps)
60 "What's the good —?"
61 Artist's subject
62 Shoestrings
63 Previewed a film
66 Opposite of WSW
- 67 "The Mamas and the —"
68 Fountain orders
69 Barbecue rod
70 551, Roman-style
71 One who keeps guard
73 Half-man, half-goat
74 Street knife (starts *shivering*)
75 Old Thailand
76 Island off Greece
77 Puncturing tool
78 Product
80 Smooth-shelled nuts
82 Berne: 4 wds.
86 Dull finishes
87 Beauty parlor appliances
88 — and outs
89 On the move
90 Greek love god
91 Diagonal cut
92 Mimickry (upsets the *payer*)
94 Bordering
97 — rule (usually): 2 wds.
98 Pigeon cage
99 Barn division
100 Badly overweight
101 By way of
102 Divert attention
105 Rot; decay
106 Sudden burst of energy
107 Lean toward
108 Have no — with
109 Make butter
110 Standing rib —
111 Issues a challenge
112 Believer: Suffix (*sit out of order*)
113 Wild hog
114 "Formal" fabric
115 Ms. G.I.
116 Jane Fonda thriller: 3 wds.

- 122 Foggiest
126 Hockey surface
127 Baseball's Mel
128 Small river islands (in *straits*)
129 Colonize again
130 Common verb ending
131 — in Japan
133 Therefore
135 "Beanstalk" character
137 100 years: Abbr.
138 Imposing building
140 Woodland plant, relative of the bleeding heart: 2 wds.
144 Congressional houses
145 Concur
146 Thailand's peninsula
147 Strainer, sifter
148 Monthly payments
149 Clears the garden
150 Takes a swipe at a fly
151 Peeled

DOWN

- 1 Mad as a —
2 Take — to (like): 2 wds.
3 Secretary: Abbr.
4 Three, in Rome (*he's leaving three*)
5 Over there, in poetry
6 Aircraft operators
7 Oneness
8 "You — remember this..."
9 Tennis star Arthur
10 $\frac{1}{60}$ min.

- 11 One who brings joy
12 Middle: Comb. form (in *recent riot*)
13 Bowling alley
14 State positively
15 — Aviv
16 Relative of *arrivederci* (listen for *chow*)
17 WWII boats, for short
18 Part of a play
19 Sandwich sausage
20 See, in advance
24 Bee, but not a busy one
25 The bottom of the barrel
27 Momentary flash of light
28 Shanty
33 Fishing corks
36 Speedy, as a recovery
37 Bearing (lost *mine!*)
38 Prophetic sign
39 Octopus defenses
40 "A rolling — gathers no moss"
42 Blue dyestuff (*lain* poorly)
43 Walking sticks
44 Counterpart of Mars
45 Not together
46 Egg on
48 — pushers
49 Gets riper
52 Mama sheep
53 Like Clayton Moore's "Ranger"
54 Breakfast treat: 2 wds.
55 She "lost her sheep"
56 Lively accordion standard: 3 wds.
57 Flier on wings of wax
- 58 1104, in Roman numerals
59 Reneger: 2 wds.
61 Devil-fishes (*at man's undoing?*)
62 Building site
63 Olympic swimmer Mark
64 Large African antelope (somehow *laden*)
65 Darkens
67 Portion; share
68 Explorer La —
69 Closes
72 Weight allowances (*referee leaves trumpets*)
73 Hangs in the wind
74 Thorny (improperly *spyin'*)
75 Inadequate in amount
77 Set — (snare): 2 wds.
79 Maneuver a baton
80 French author (in a drunken *stupor*)
81 Cream of the crop
82 Ankles, to a doctor (*is rodent returning?*)
83 Blockhead
84 Soapbox speaker
85 Man's name (*e.g., Mr. Lance*)
86 Hoover Dam's lake
91 Strong, dark beer
93 Building wing
94 Mistreat
95 Number of innings
96 Roams aimlessly
98 Desert plants
99 Turn down, scornfully
- 100 October's birthstone
103 Magician's forte
104 Move hurriedly
105 One-horse —
106 Shoe bottom
107 Silent, as an agreement
109 Price
110 Caribbean liquors
111 In a — (stunned)
113 Hold in, as breath
114 Indian carved pole
115 What "haste" makes
116 Attempts
117 Hamper, deter
118 Diesel or combustion
119 Knobs or swellings (*nosed around*)
120 Did the polka
121 Wealth
122 Mancini and Fonda
123 Artist who cuts glass
124 Coat part
125 Grew taut
129 Morocco's capital
131 Catcher's glove
132 High cards
133 Very big
134 "To be" in France
135 Eat away, like a beaver
136 Spanish island (*sail around*)
139 Hand-held cooler
140 "See saw, Margery —"
141 Morning times
142 Sixth sense, for short
143 Secret agency: Abbr.



Answer Drawer, page 75

Hard Clues (cont.)

- | | | | | | |
|-----------------------------------|--|--|--|---|---|
| 148 Schisms | 13 Racer's course | 44 Metric units of size | 68 Part of <i>une maison</i> | 93 Cloth measure, about 45 inches | 118 Fire ____ |
| 149 Mourning clothes | 14 Prove, in law | 45 ____ from (besides) | 69 Weld-lines | 94 Catachresis | 119 Opposite orbital points |
| 150 Clouts like the Sultan | 15 Wire: Abbr. | 46 Longing | 72 Handles, old-style | 95 <i>The ____ Tailors</i> (Sayers book) | 120 Took after Nijinsky |
| 151 Cut back | 16 "So long" in Salerno | 47 Cycle | 73 Convinces | 96 Cattle prodders | 121 Mammon |
| | 17 Attack craft | 48 Siècles | 74 Kind of anteater | 98 Prickly pears | 122 Patrick and O. |
| | 18 "____ now!" | 49 Mates for tups | 75 Not enough | 99 Disdain | 123 Acid worker |
| | 19 Deli delight | 52 Unaccompanied | 77 "It's ____" (watch out!) | 100 Amorphous gem | 124 Up one's ____ |
| | 20 Coming attraction | 54 <i>A votre santé</i> , for one | 79 Play with one's mustache | 103 Turn the ____ | 125 Rigid |
| | 21 Bagpipe pipe | 55 Slipshod shepherdess | 80 Turn-of-century writer | 104 Word before hour, after gold | 129 Casablanca's neighbor |
| | 22 Residuum | 56 Queen Isabella | 81 Type of type | 105 Carriage | 131 Hand, in slang |
| | 23 Reflect | 57 Sun-buzzing asteroid | 82 Eyelid rims, anatomically | 106 Flounder | 132 Crackerjacks |
| | 24 Open shed | 58 Medieval date | 83 Prince Myshkin, in Dostoevsky's work | 107 Implied | 133 Broddingnagian |
| | 25 "Bernice ____ Her Hair" (Fitzgerald story) | 59 Punjabi philanthropist? | 84 Address giver | 109 Type of accountant | 134 <i>Peut-</i> ____ |
| | 26 ____ City, South Dakota | 61 Horse blankets | 85 King of Wessex, 802-39 | 110 Grog ingredients | 135 Be a rat? |
| | 27 Air | 62 Abraham's nephew | 86 Honey wine | 111 Bewildered condition | 136 Ibiza, e.g. |
| | 28 Presage | 63 Pomeranian | 91 Einbeck specialty | 113 Tanning solution | 139 Accessory for Madame Butterfly |
| | 29 Autographs | 64 Cape elk | | 114 Emblem of worship | 140 Crow relative |
| | 30 Suffragist Lucy | 65 Tarnishes | | 115 Eliot's "The ____ Land" | 141 Some radios |
| | 31 Indigo plant | 67 Any chessman but a pawn | | 116 Exasperates | 142 Thought waves |
| | 32 Works with wicker | | | 117 Posterior | 143 KGB foe |

DOWN

- 1 Carroll's party host
- 2 Glowing
- 3 Amanuensis, for short
- 4 Three, in Trieste
- 5 Distant
- 6 TV hopefuls
- 7 One, in math
- 8 Grape juice
- 9 Racketeer, in a way
- 10 Not quite brut
- 11 Click beetle
- 12 Prefix with "petal"

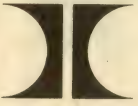



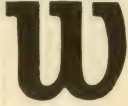
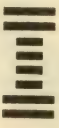
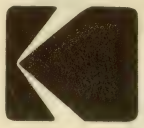

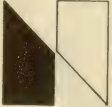

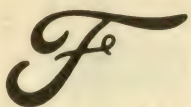
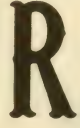
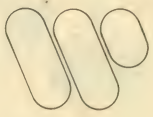
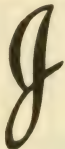



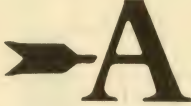
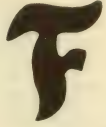



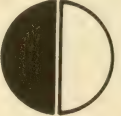
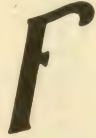
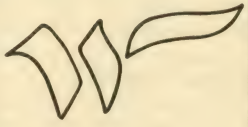

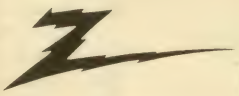


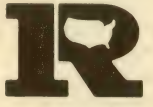
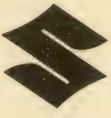
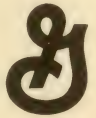
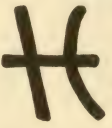


Can You Identify These Products?

by Richard Nuenke

The thirty-five letters below should look familiar—you've seen each of them probably hundreds of times. They're the symbols or initial letters of national products, logos, and company

names. Their ubiquity will make them easy to identify, right? Hmmmm ...

Answer Drawer, page 75

 1. _____	 2. _____	 3. _____	 4. _____	 5. _____
 6. _____	 7. _____	 8. _____	 9. _____	 10. _____
 11. _____	 12. _____	 13. _____	 14. _____	 15. _____
 16. _____	 17. _____	 18. _____	 19. _____	 20. _____
 21. _____	 22. _____	 23. _____	 24. _____	 25. _____
 26. _____	 27. _____	 28. _____	 29. _____	 30. _____
 31. _____	 32. _____	 33. _____	 34. _____	 35. _____

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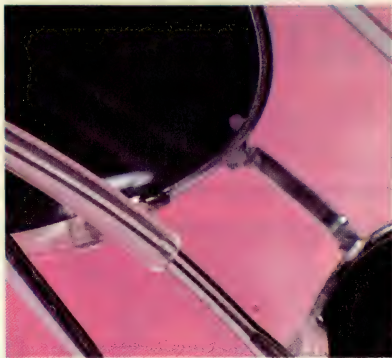


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E Y E B A L L B E N D E R S

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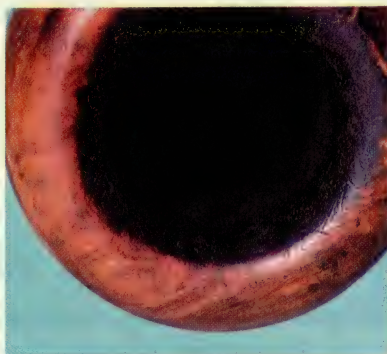
SEE THE ANSWER DRAWER ON PAGE 75.



1. Brilliant protection



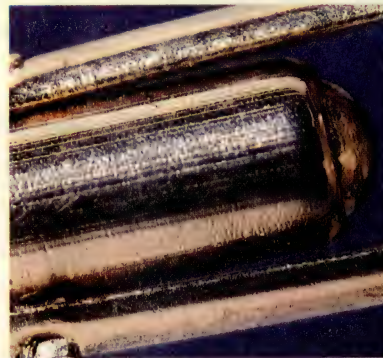
2. Half paradise



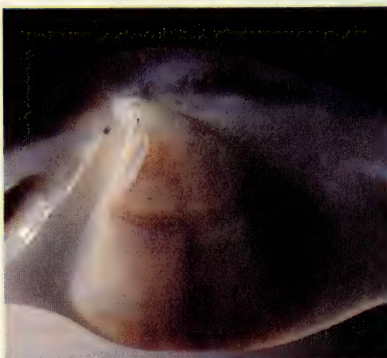
3. Draw from the other end



4. Souper



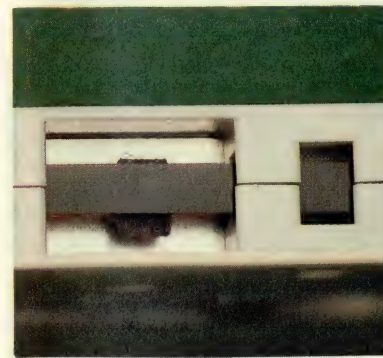
5. Stud's companion



6. Abandoned home



7. For openers



8. Hit the deck



9. Foreclosure



10. Ready for takeoff



11. Twist rock crews

Photographs by Russell Zimmerman

Bibliophilic Brouhaha

The Association of Book Publishers held its annual convention at one of our posh hotels last week, and it was quite a high-tomed affair. Twelve of the nation's most prestigious publishing houses were represented: AD-NAUSEUM, BOMBASTIC, CATATONIA, DING-DONG, ENIGMATIC, FLATULENT, GRAFFITI, HOGWASH, IPECAC, JABBERWOCKY, KNUCKLE-HEAD, and LIBERTINE.

The books on which they were concentrating their promotional efforts (the part in italics is how they'll be referred to henceforth) were (not respectively): I WAS A *SCHLEMIEL* FOR THE F.B.I., *CONVERSATIONAL ETRUSCAN*, A *PHOTOGRAPHIC HISTORY* OF THE PELOPONNESIAN WAR, *CLIMBING MT. EVEREST* ON POGO STICK AND ROLLER SKATES, RAISING *TARANTULAS* FOR FUN AND PROFIT, TEN POPULAR *WALKING TOURS* OF THE GOBI DESERT, A *VENUSIAN'S GUIDE* TO EARTH, THE JOY OF *PELLAGRA*, *GOURMET RECIPES* FOR CANNIBALS, YOUR CAREER AS A *TOPLESS BOOKKEEPER*, *PARTY TIME* IN SODOM AND GOMORRAH, and *LOGIC PUZZLES: THE ULTIMATE ABOMINATION*.



Illustrations by Mary Tiegreen

Each of the publishing houses even went to the expense and trouble of bringing in the author of its hoped-for success to be the guest of honor at a special reception. The authors were (not respectively): ARTIE ASININE, BARBARA BELL-BOTTOM, CARLA CUSPIDOR, DAVID DISMAL, ERNIE EXCAVATION, FRANK FULSOME, GLENN

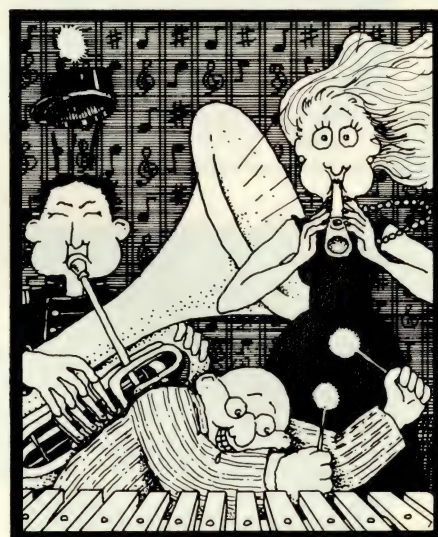
GRUESOME, HELEN HAWG, IDA IRKSOME, JENNY JEJUNE, KEN KERPLUNK, and LAVINNIA LOATHESOME.

Each author was assigned someone from the publisher's promotional department to take care of arrangements for the receptions and handle introductions and do all the other chores to which press agents are assigned. The press agents, each of whom was assigned to a member of the opposite sex, were: ALICE ALBACORE, BORIS BASS, CARLOTTA CRABBE, FLORENCE FLOUNDER, GWENDOLYN GUPPY, HERMAN HADDOCK, LOIS LOBSTER, MORTIMER MUSKIE, PETUNIA PICKERELL, ROBERT REDFISH, SAMUEL SALMON and TOMMY TROUT.

The convention started on Monday morning and lasted until fairly late Saturday evening. Each of the twelve distinguished publishing houses was assigned a specific time for a reception to honor its favorite new author and promote his or her new book. The receptions took place in lavish hospitality suites named: THE ATTILA THE HUN, THE BLUEBEARD, THE LIZZIE BORDEN, THE LUCRETIA BORGIA, THE CALIGULA, THE COUNT DRACULA, THE IDI AMIN, THE JACK THE RIPPER, THE MACHIAVELLI, THE JOE STALIN, THE PROCRUSTES, and THE TORQUEMADA. On each of the six days of the convention there was one afternoon reception and one evening reception, and while these were going on there'd be no other convention business to detract from the glory of each party.

Along with all the gastronomic goodies and literary chitchat at the twelve receptions, each featured a combo of three musicians, and no two receptions had the same combination of instruments. The musicians, each of whom performed at six of the twelve receptions, played the following instruments: SOUSAPHONE, UKULELE, GLOCKENSPIEL, BAGPIPES, KAZOO, and BASS DRUM.

Here, finally, are numerous random facts to help you determine for each book (1) the publishing house, (2) author, (3) press agent, (4) hospitality suite where the reception was held, (5) day of the week (Monday through Saturday) on which the reception took place, (6) whether it was an afternoon or evening affair, and (7) the three instrumentalists who provided the music for the reception.



1. The Sousaphonist, whose first engagement was on Wednesday, was not scheduled for either of the afternoon receptions on Friday or Saturday. The six receptions he *did* play for were—not respectively: (a) the one hosted by Bombastic Press; (b) the one honoring author David Dismal; (c) the one held in the Lucretia Borgia Suite; (d) the one promoting *Topless Bookkeeper*; (e) the one press-agented by Herman Haddock; and (f) the one where his fellow musicians were the Bagpiper and the Bass Drummer.

2. The Bass Drummer played her final engagement on Thursday evening. She was not scheduled for Tuesday evening or Thursday afternoon. At her fourth engagement, she played at the party sponsored by Hogwash Press. She also performed at the separate receptions: (a) honoring author Artie Asinine; (b) press-agented by Carlotta Crabbe; (c) held in the Machiavelli Suite; (d) promoting *Party Time*; and (e) the one where her fellow musicians were the Glockenspieler and the Kazoo player.

3. The following separate receptions were all held in the afternoon: (a) the one hosted by Dingdong Press; (b) the one promoting *Tarantulas*; (c) the one honoring Lavinia Loathesome; (d) the one press-agented by Samuel Salmon; (e) the one held in the Procrustes Suite; and (f) the one featuring the combo of Sousaphone, Glockenspiel, and Bass Drum.



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Machiavelli Suite was held the day after.
12. The following receptions were all in the evening on different days of the week: (a) the one hosted by Enigmatic

Al B. Perlman is a freelance public relations writer and mischievous puzzle creator.

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Illustrations by Mary Tiegreen

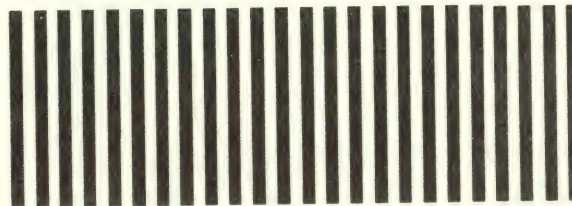


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one press-agented by Samuel Salmon; (e) the one held in the Procrustes Suite; and (f) the one featuring the combo of Sou-saphone, Glockenspiel, and Bass Drum

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GAMES & BOOKS

Compulsion from Edventure, Inc., 50 3rd Avenue South, Duluth, MN 55803, \$14.95 (includes postage and handling).



Compulsion is for gamblers who love to splurge, for strategists who must figure every angle before risking an asset, and for all those who like their games with an equal measure of luck and skill. The board consists of two paths—an outer one known as "Real Life" and an inner "Track" devoted to horse racing. The two to six players start in Real Life, with jobs paying a salary of \$500 (each time around the board), a bankroll of \$20,000, and the economy in recession. Landing by dice throw on various spaces allows a player to buy and sell stocks and commodities, to wait several turns for the copyright on a novel, to work on a patent, or to invest in high-risk ventures (our favorite: publishing an adult game). Other spaces cause the economy to change from recession to prosperity (directly affecting stock market prices), taxes to be paid, strikes to be called and settled, and much more.

But Compulsion is not just another dice/board game of real estate and high finance. The two paths abut at four "decision" spaces where a player may choose to switch from one to the other—a challenging (and often compelling) decision each time it must be made. Through careful play you can usually make money in Real Life, albeit slowly and steadily; but at the same time there are fortunes waiting to be won (and lost) at the Track, where players must give up other forms of income for the chance to bet on the horses. Track cards, the bulk of which contain some sort of "tip," allow a player to improve his odds considerably, and with prudent betting on a number of horses you can almost insure a profit. But betting on five or six horses takes time and can become tedious for those who are not betting. We suggest, as the manufacturer promises to do in the next edition of the rules, that players limit their bets to three horses per race.

"Move" spaces, found both in Real Life and at the Track, permit a player to transfer his marker to any other space on the board. Almost as potent is a "relocate" space which allows you to move any opponent's marker. These spaces highlight the inherent freedom of choice in Compulsion—a freedom that allows players to negotiate deals of virtually any nature.

The winner is the first to amass \$200,000 in cash. The time required can vary considerably, depending on the temperaments of the players and the whims of fortune. Hence it may be best to agree on a time limit, say an hour and a half, at the end of which the player with the most cash wins.

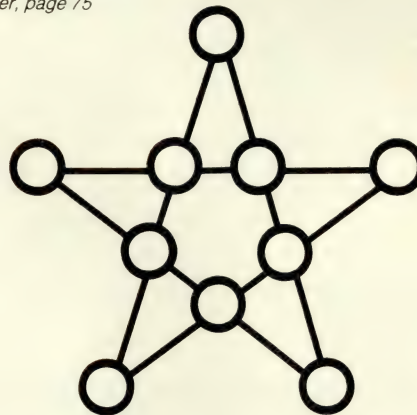
—S.S.

Introducing Cross Sums and Geometric Cross Sums by Edward Fulbrook and Richard Maltby, Jr. (Workman Publishing, 1977, 108 pages each, small paperbacks, \$1.95 each).

Number puzzles are combined with the crossword format and the result is quite refreshing. The following example, STAR #1, is what the authors call a "pure" geometric cross sum. Note that this star consists of five lines with four circles on each line. Using only the digits 0, 2, 4, and 6, and *using each digit at least twice*, can you arrange them so that the digits in each four-circle line total the same?

—P.M.W.

Answer Drawer, page 75

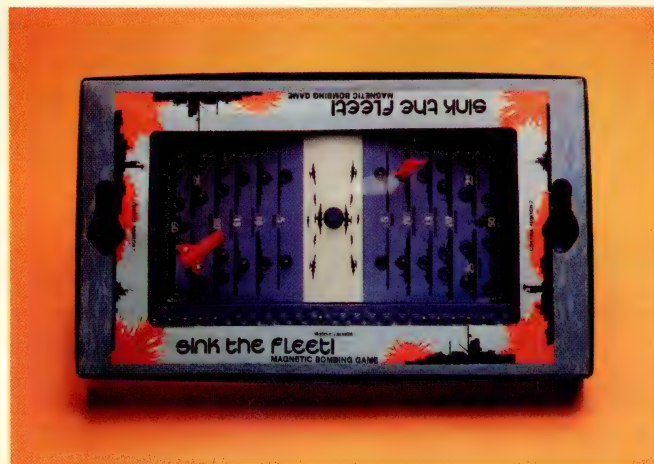


Sink the Fleet from Cadaco, around \$5.

The object of this game is to score the most points, using magnets to drop little metal balls into the various targets. It seems simple; you figure that all you have to do is look at the playing area from the right angle, patiently maneuver a ball exactly where you want it, then calmly and steadily lift the magnet away. But of course you miss again and again. Finally you decide that maybe you should be trying for the 10-point destroyers rather than the 25-point cruisers. Success!

This is an excellent, if not very durable, family game. Even though it isn't fancy and the skill level seems trivial, everybody from your seven-year-old to your grandmother can find it mindlessly challenging.

—B.D.K.



Photos by Stan Fellerman

GAMES & BOOKS

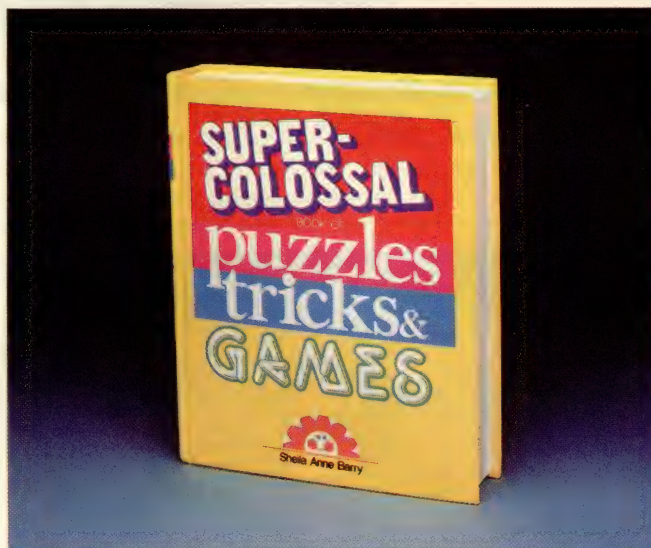
Super-Colossal Book of Puzzles, Tricks, & Games by Sheila Anne Barry (Sterling Publishing Co., 1978, 640 pages, hardcover, \$14.95).

This massive volume contains so much that it is easier to list what isn't in it than what is. You won't find "serious" games such as chess, bridge, or poker; you won't find the formal rules for athletic contests such as football, soccer, and tennis; you won't find pages of crosswords, cryptograms, and word searches.

With the above eliminated, there is room to go far beyond the usual. The selection of party games—from quiet to boisterous—is unsurpassed. There are tricks with cards, with calculators, with mind reading, with the laws of nature—and none require sleight of hand. Toward the end of the book, there are bonus sections on memory training, fortune telling, biorhythm analysis, and other areas of interest which don't quite fit the categories of puzzles, tricks, or games.

The puzzles are at a comfortable level, like the one about the two travelers—one with five loaves of bread, the other with three. A third traveler joins them in sharing the bread equally. If he pays with eight coins of equal value, what is the fair division of the coins?

Much of the material is based upon previously published

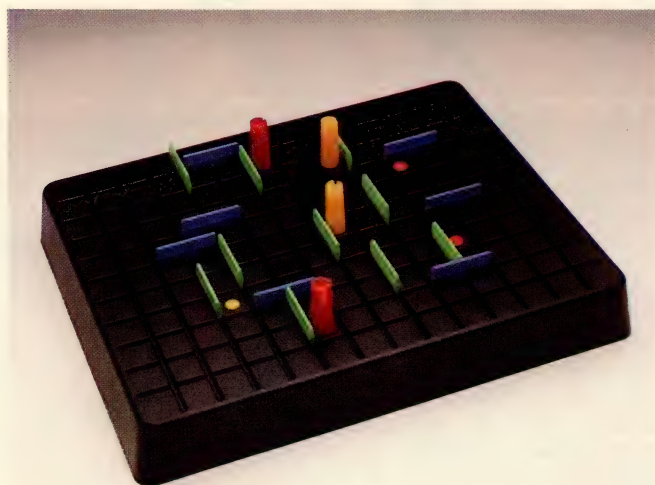


books, but a good bit is new. (I even found a solitaire card game I didn't know.) In any case, it would take several feet on your bookshelf to equal the information in this one book.

Answer Drawer, page 75

—S.S.

Blockade from Lakeside, around \$7.



Blockade is a two-player strategy game, first published in Europe a few years ago under the name Cul-de-sac. The rules are deceptively simple. Each player begins the game with two pawns, nine green "walls," and nine blue "walls." In each

turn, a player first moves one of his pawns (either one space or two, depending on the direction), then places a section of wall anywhere on the board, forming a small but permanent barrier to movement. Green walls are placed vertically and blue walls are placed horizontally. The winner is the first to move either of his pawns onto either of the opponent's "home spaces."

As the board slowly fills up with walls, the game's subtlety and depth of strategy become apparent. Pawns move through an increasingly elaborate maze, trying to avoid entering long, winding channels that the opponent can close off at one end, forcing a lengthy retreat. A player may not, however, close off all access to either of his home spaces—some path, no matter how circuitous, must always remain open. This key rule is necessary to avoid draws, but it has another far-reaching implication: if there are only two routes open to one of your opponent's home spaces, it is possible for you to wall off the longer one yourself, thereby preventing the opponent from walling off the shorter one. Knowing when to depart from the usual "defensive" wall placements near your own home spaces and when to make an offensive placement instead takes experience and often careful calculation.

An unwritten rule, but one which should no doubt be inferred, is that a player may not place a wall that permanently shuts off one of the opponent's pawns from the rest of the board. However, a player should be allowed to isolate one of his own pawns in this fashion if it is advantageous to do so.

Playing time is generally under half an hour.

—R.W.S.

MacroCrostic from the creator: Daniel Coyle, Box T-19, 263 Congressional Lane, Rockville, MD 20852, \$3 (includes postage and handling).

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answers to 124 clues that test your knowledge of history, literature, popular culture, movies, geography, and so on, with a smattering of popular idioms and vocabulary thrown in. MacroCrostic bears no title or theme to guide struggling puzzlers, but once it's completed, it yields a whopper of a quotation—practically a short story—which you may find as intriguing as the puzzle itself. Mercifully, the answer comes with the puzzle.

—L.F.



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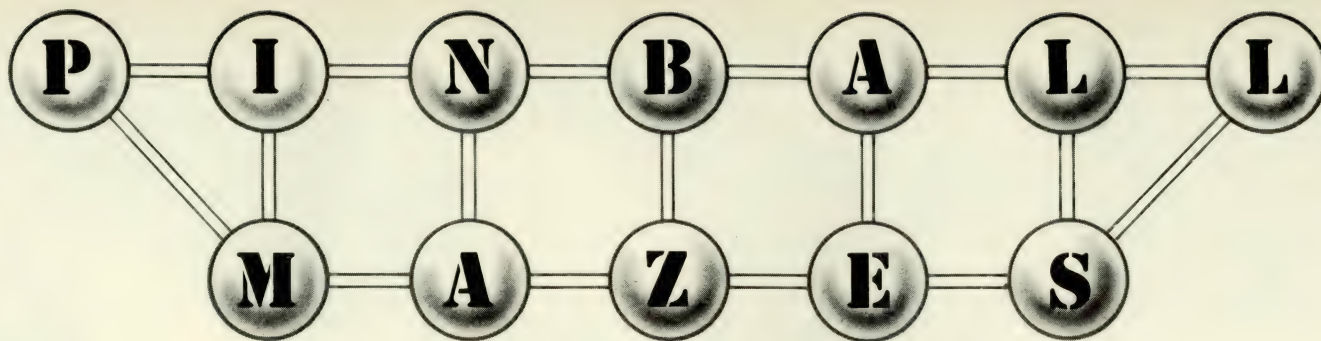
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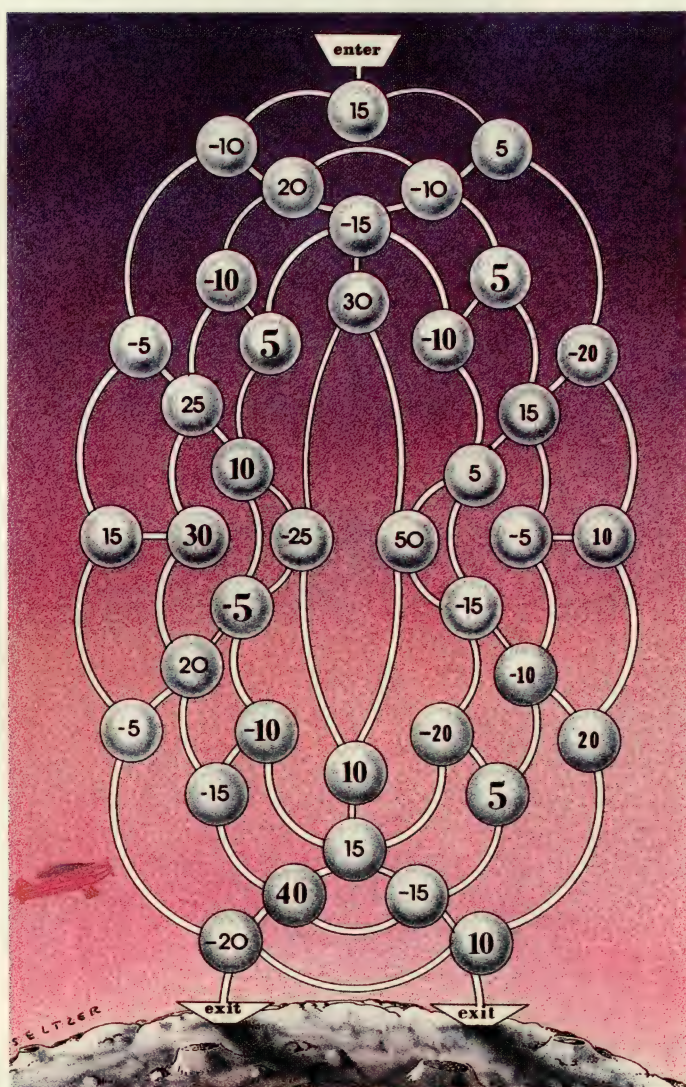
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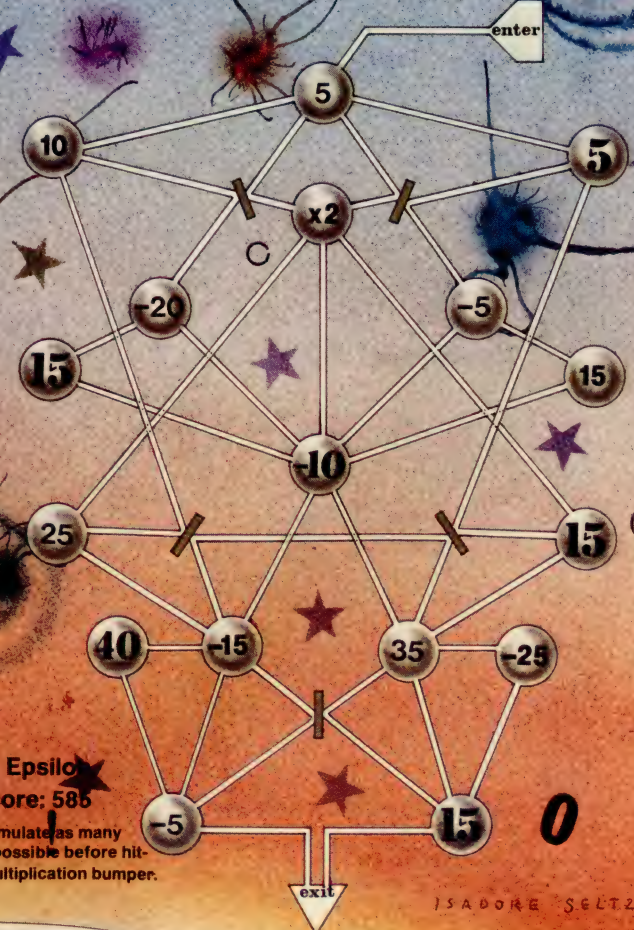
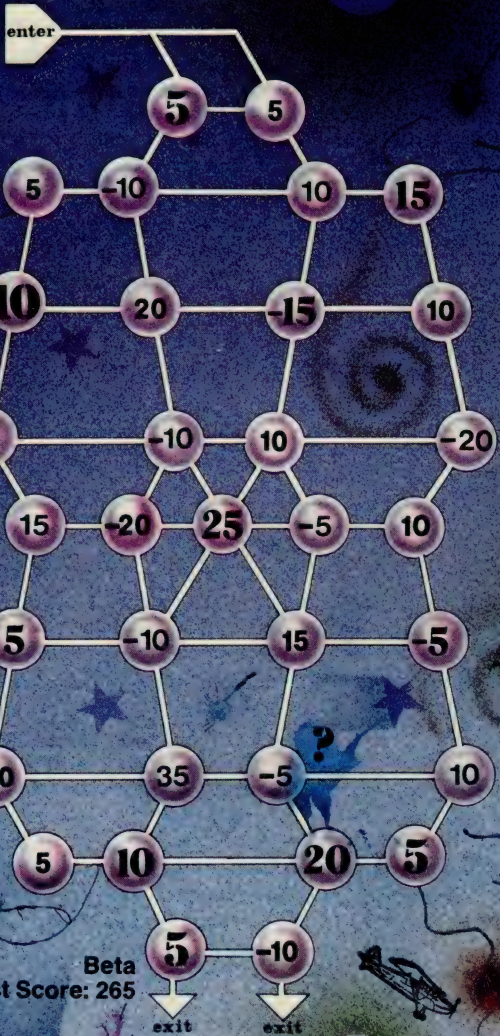
The Pinball Mazes we've run in past issues have consistently provoked readers to beat us at our own game. Want to try again? We've brought in five new "machines," each one playtested to the limit of our endurance.

To play, enter each maze from any of the starter arrows, then travel along the paths from one scoring post ⑩ to another, as if you were a human pinball, adding up your score as you go. At both positive and negative scoring posts you may either change direction or pass straight through.

You may not pass through a bumper  but must instead rebound off of it in a different direction. *You may never retrace any portion of your route*, though you may cross it at any time.

Try to hit each positive scoring post as many times as you can, but beware of getting cut off from the exits: you must exit each maze through an arrow at the bottom for your score to count. Use tracing paper if you want more than one shot at matching our best scores, which are given with each maze.

Answer Drawer, page 76



Hint: Accumulate as many points as possible before hitting the multiplication bumper.

The Game as Political Pawn



To most of us chess is only a game. But to the Russians it represents a triumph of Soviet culture. This tradition extends from the czars to Lenin, an avid player, and his brother, who composed chess problems (see Problem C on this page). Revolutionary leaders were keen on the game and used it to divert and educate the masses. Today, the top Soviet players are treated like royalty.

When our chess team visited Russia in 1955, an interpreter quipped: "When we have troubles, we play chess to forget our troubles. When we have no troubles, we play chess because there's nothing better to do."

In 1971 after Bobby Fischer trounced Tigran Petrosian in Buenos Aires, a Soviet grandmaster told me: "At home they don't understand. They think it means there's something wrong with our culture." Imagine the shock a year later when Fischer dethroned Boris Spassky as world champion. Max Lerner wrote in the *New York Post*: "The Russians are in despair, as they should be. There were suspicions that Spassky might defect to the corrupt monied West. Their run of champions has been broken. Worst of

all, it was done by a flamboyant, neurotic, authentic individual, against all the collective balderdash which says the individual is a cipher."

No longer a hero upon his return to the Soviet Union, Spassky was castigated by officials who had urged him to walk out when he was leading 2-0 after the upstart American failed to appear for the second game. Spassky's good sportsmanship cost the U.S.S.R. a crown it had held for a quarter of a century, and he was no longer free to compete abroad. Citing the Helsinki agreement, Spassky caused an international outcry in 1976 that forced his government to let him marry a French girl.

Chess is regarded as an extension of Soviet diplomacy. After the Second World War, Soviet chess masters were sent on goodwill tours of neighboring states where Russia planned to increase her sphere of influence. Team matches with Hungary and Czechoslovakia preceded the actual takeovers. Where chess went, tanks followed.

In Czechoslovakia, grandmaster Ludek Pachman was imprisoned in 1968 for protesting the Soviet invasion. Upon his release he was allowed to leave, but forbidden to represent his country in international tournaments; Russia boycotted

events in which he competed. Pachman was the first chess player ever to be discriminated against solely on political grounds.

After this dangerous precedent, Russia pushed for and succeeded in getting South Africa expelled from FIDE, the governing world chess body consisting of 107 member nations. The reason given was apartheid, although, ironically, sport is the chief area in which people of all colors and races mix and compete together in South Africa.

Now defector Viktor Korchnoi is the target of Soviet wrath. First they tried to disqualify him from a title shot on the grounds that he was stateless, but FIDE had the courage to declare that challengers represented themselves as individuals, not their nations. FIDE nonetheless bowed to Soviet pressure by forcing Korchnoi to accept a rematch clause FIDE had stricken as long ago as 1963.

Then the Soviet Union refused to release Korchnoi's family and objected to his playing under the flag of his new country, Switzerland. During the 1978 title match the Soviet press never mentioned Korchnoi by name, referring to him only as "the challenger" or "Karpov's opponent."

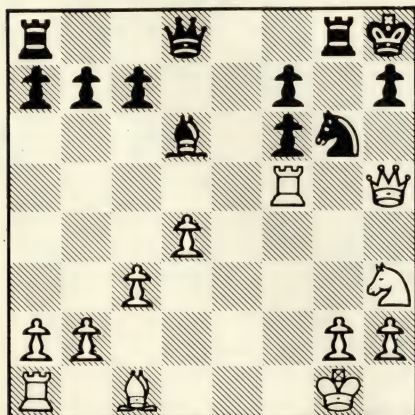
Korchnoi squawked that the deck was

PROBLEMS

Answer Drawer, page 75

EASY: Santasiere—Adams, 1926

Black

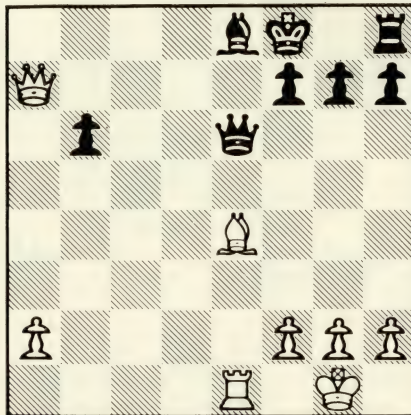


White

A. White to play and win.

MEDIUM: Evans—Bisguier, 1958

Black

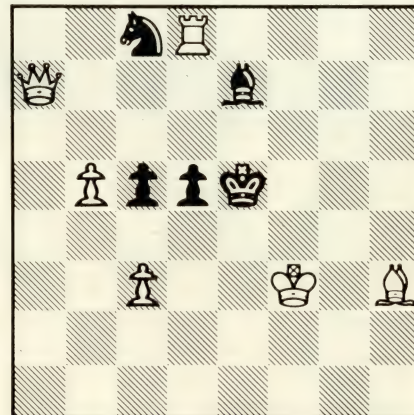


White

B. White to play and win.

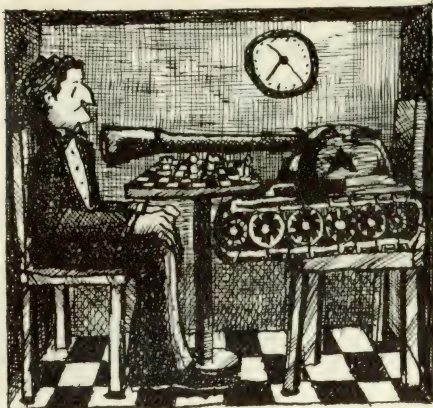
HARD: Composed by D. Ulyanov

Black



White

C. White mates in two moves.

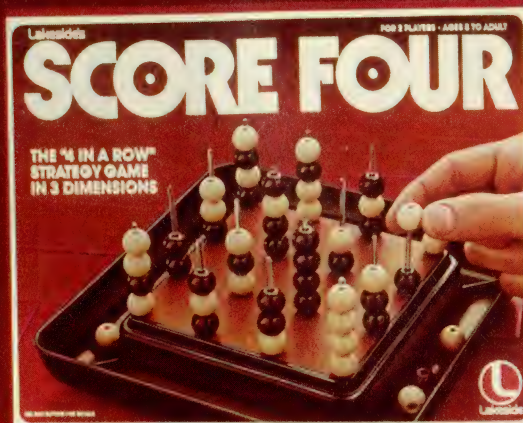


stacked against him even in a neutral country like the Philippines. Two members of his delegation were denied entry to the auditorium, and a parapsychologist with Karpov's entourage was allowed to roam freely while trying to hypnotize and unnerve Korchnoi. Try as he might, Korchnoi could not get this man removed. When Korchnoi appealed his loss in the final game of the match on the ground that the hypnotist had bro-

offensive against the expatriate. Spassky was one of three (but only three) Soviet grandmasters who refused to sign a letter of censure directed against Korchnoi. Despite this, and although he now lives in France, Spassky was allowed to play first board on the Soviet Olympic team last year. Apparently he has finally been forgiven for losing to Fischer.

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Grandmaster Evans, a three-time national champion and member of eight U.S. Olympic teams, is a noted author and chess columnist. He was Bobby Fischer's tutor in preparation for the 1972 World Championship match.



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The Game as Political Pawn



To most of us chess is only a game. But to the Russians it represents a triumph of Soviet culture. This tradition extends from the czars to Lenin, an avid player, and his brother, who composed chess problems (see Problem C on this page). Revolutionary leaders were keen on the game and used it to divert and educate the masses. Today, the top Soviet players are treated like royalty.

When our chess team visited Russia in 1955, an interpreter quipped: "When we have troubles, we play chess to forget our troubles. When we have no troubles, we play chess because there's nothing better to do."

In 1971 after Bobby Fischer trounced Tigran Petrosian in Buenos Aires, a Soviet grandmaster told me: "At home they don't understand. They think it means there's something wrong with our culture." Imagine the shock a year later when Fischer dethroned Boris Spassky as world champion. Max Lerner wrote in the *New York Post*: "The Russians are in despair, as they should be. There were suspicions that Spassky might defect to the corrupt monied West. Their run of champions has been broken. Worst of

all, it was done by a flamboyant, neurotic, authentic individual, against all the collective balderdash which says the individual is a cipher."

No longer a hero upon his return to the Soviet Union, Spassky was castigated by officials who had urged him to walk out when he was leading 2-0 after the upstart American failed to appear for the second game. Spassky's good sportsmanship cost the U.S.S.R. a crown it had held for a quarter of a century, and he was no longer free to compete abroad. Citing the Helsinki agreement, Spassky caused an international outcry in 1975 that forced his government to let him marry a French girl.

Chess is regarded as an extension of Soviet diplomacy. After the Second World War, Soviet chess masters were sent on goodwill tours of neighboring states where Russia planned to increase her sphere of influence. Team matches with Hungary and Czechoslovakia preceded the actual takeovers. Where chess went, tanks followed.

In Czechoslovakia, grandmaster Lubomir Pachman was imprisoned in 1968 protesting the Soviet invasion. Upon release he was allowed to leave, but was bidden to represent his country in international tournaments, Russia boycotted

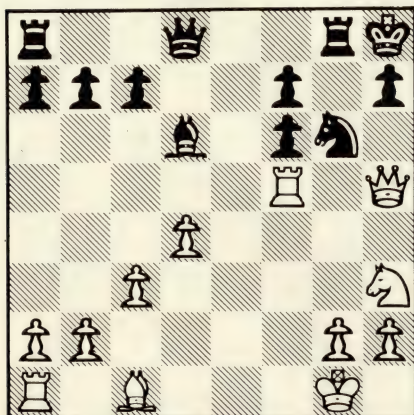
events in which he competed. Pachman was the first chess player ever to be discriminated against solely on political grounds.

After this dangerous precedent, Russia pushed for and succeeded in getting South Africa expelled from FIDE, the governing world chess body consisting of 107 member nations. The reason given was apartheid, although, ironically, sport is the chief area in which people of all colors and races mix and compete together in South Africa.

PROBLEMS

EASY: Santasiere—Adams, 1926

Black

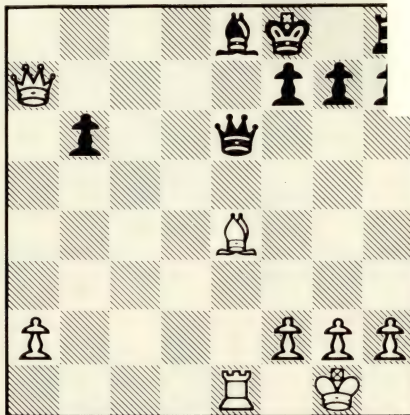


White

A. White to play and win.

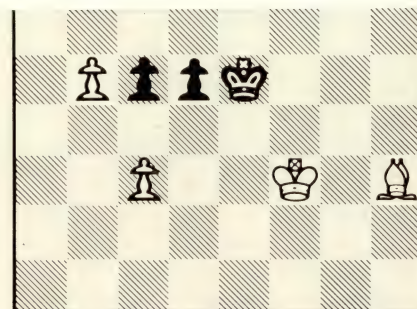
MEDIUM: Evans—Bisguier, 1958

Black



White

B. White to play and win.



White

C. White mates in two moves.



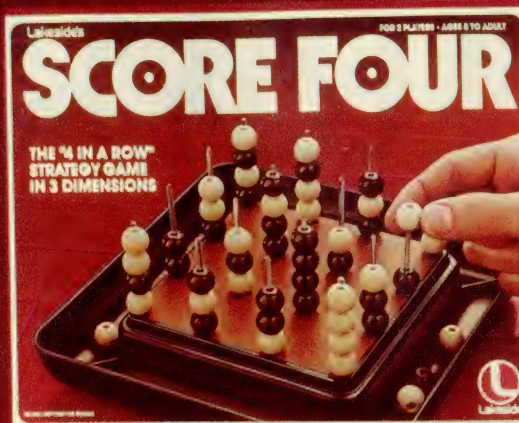
stacked against him even in a neutral country like the Philippines. Two members of his delegation were denied entry to the auditorium, and a parapsychologist with Karpov's entourage was allowed to roam freely while trying to hypnotize and unnerve Korchnoi. Try as he might, Korchnoi could not get this man removed. When Korchnoi appealed his loss in the final game of the match on the ground that the hypnotist had broken an agreement by moving from the rear of the auditorium to the fourth row while play was in progress, FIDE not only turned down the appeal but went on to condemn the challenger for not conforming to "the sporting ethics of chess and general social obligations."

The matter did not stop there. The Soviet Union suddenly pulled out two of her players from the Ninth Lone Pine Open in America after learning that Korchnoi was competing. Other tournament organizers were notified that if Korchnoi were invited, no Russians would come. Korchnoi's name was conspicuously absent from the list of the world's top ten grandmasters competing in the \$110,000 Challenge Cup in Montreal last April. Anatoly Karpov, who tied for first in Montreal with another Soviet ex-title holder, Mikhail Tal, had been able to wield his influence as world champion in support of the party line, cabling the organizers: "If I could not refuse to face Korchnoi at Baguio, I am now entitled to expect organizers to respect certain conditions. Either they invite Korchnoi or me."

Not all the Russians have joined the offensive against the expatriate. Spassky was one of three (but only three) Soviet grandmasters who refused to sign a letter of censure directed against Korchnoi. Despite this, and although he now lives in France, Spassky was allowed to play first board on the Soviet Olympic team last year. Apparently he has finally been forgiven for losing to Fischer.

It's only a game. ☐

Grandmaster Evans, a three-time national champion and member of eight U.S. Olympic teams, is a noted author and chess columnist. He was Bobby Fischer's tutor in preparation for the 1972 World Championship match.



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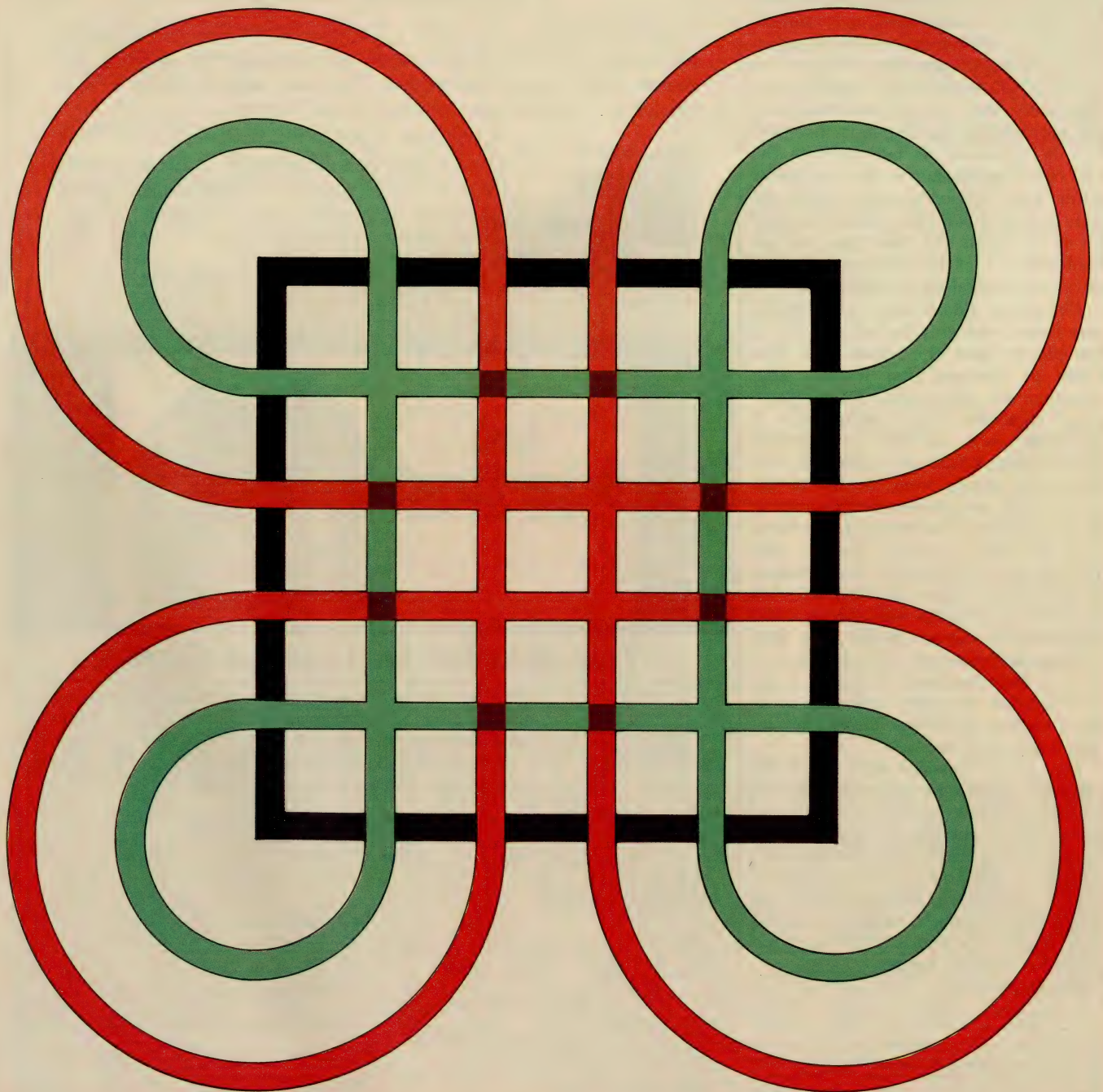
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SURAKARTA

Indonesian Roller Coaster



Surakarta bears the name of one of the oldest cities on the East Indian island of Java, where the game originated. As described in R. C. Bell's *Discovering Old Board Games*, boards were usually drawn in the sand or dirt, with stones and shells serving as playing pieces. Its quick playing time, simplicity, and unique capture rule make it one of the most playable and interesting traditional board games found anywhere in the world.

EQUIPMENT Gameboard as shown, and two contrasting sets of twelve playing pieces each, such as coins or buttons. The board's color scheme has been selected as an aid in visualizing the method of capture, but it is not a feature of the traditional board.

OBJECT To capture all of the opponent's pieces. If a series of games is played, the winning player scores one point for each piece left at the end of a game; a running total is then kept, with players continuing until one reaches a predetermined score or until an agreed-upon number of games has been played.

STARTING POSITION Players begin the game by placing their pieces on the intersections along the first two lines on each side of the board, as shown in Diagram 1.

MOVEMENT Players take turns moving one of their pieces to any adjacent intersection, either horizontally, vertically, or diagonally, and either forwards or backwards. A piece may not move onto an occupied point except when capturing in the special way described in the following section. In Diagram 2, for example, the red piece at e2 can move to e1, d1, d2, d3, f2, or f3; but not to either of the occupied points e3 or f1.

CAPTURING A piece making a capture does not follow the normal movement rule. Instead, it travels any number of points along an unoccupied line (in horizontal and vertical directions only), traveling around a loop when it reaches the board edge and continuing on its way until it lands on top of an opponent's piece, where it must stop. The piece landed on is removed from play. A capturing move must include travel over at least one of the loop segments, or it cannot be made. (Conversely, travel along the loops is permitted only when a capture is being made.) More than one loop may be traveled over to make a capture, but in no case may a piece pass over an occupied point. Captures are not compulsory.

Example: In Diagram 2, Red has a choice of three captures: (i) the red piece at e3 can capture the green piece at c2 by following the route indicated by the arrows in the diagram; (ii) the red piece at e3 can capture d6 instead by traveling to f3, then around the loop to d1 and straight up the board to d6; or (iii) the red piece at e2 can capture c2 by traveling down to e1, around the loop to f2, and across to c2. Green, in Diagram 2, has a choice of two captures: (i) d6 x e3 (via the large lower right loop); or (ii) c2 x e3 (via the small lower left, upper left, and upper right loops).

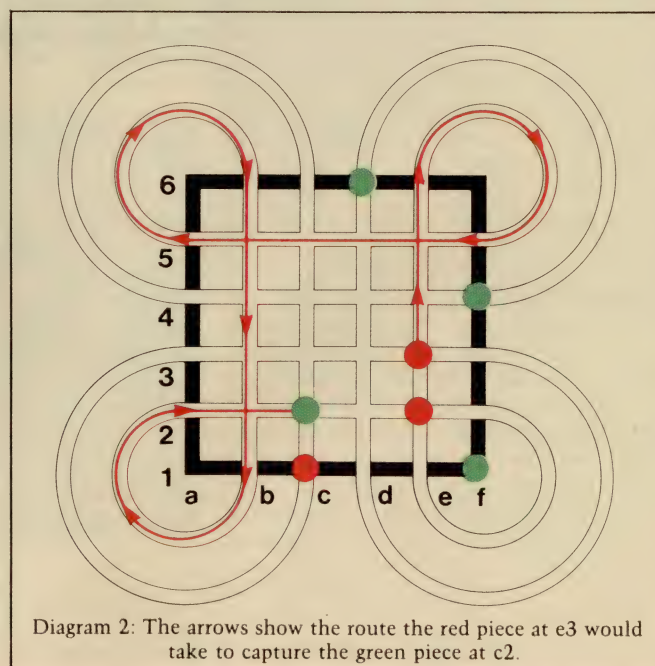
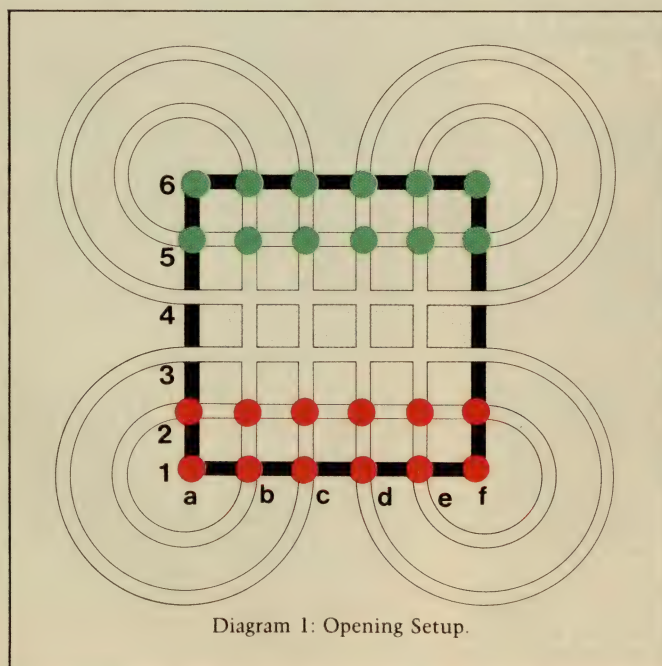
STRATEGY HINTS 1. The corner points are the weakest and should be vacated early in the game.

2. A piece on any of the diagonal points—b2, c3, d4, e5 or b5, c4, d3, e2—is strongest when both routes to the nearest loop are open, enabling that piece to capture in either of two directions. For example, a piece at c3 is strongest if the points a3, b3, c2, and c1 are all vacant.

3. When embarking on a series of exchanges, be careful to consider whether any of the exchanges will open up lines for new captures, as often occurs.

4. Being first to achieve strong diagonal positions, or being first to vacate the corner points, is sometimes adequate compensation for the loss of a piece.

5. Two pieces can always defeat one in an end game, unless one (or both) of them is on a corner point. If each player has only a single piece left, someone will be able to force a win unless the single pieces are on loop complexes of different color, in which case the game will be a draw. (A red piece at c3 versus a green piece at b2 would be a draw, since neither could capture the other without first putting itself in jeopardy. The red piece would thus stay on the four center points indefinitely, while the green piece would shuttle back and forth between b2, a2, and b1.) —R. W. S.



The Last Phase of the Battle



End games in which one player has only a single man left to bring home are often the most exciting. In such positions, two or three men usually share the spotlight, and the frequent opportunities for hitting and rehit make for plenty of action. It is especially tense when one player must either hit the last man as it comes around or face certain defeat.

In cases where the lone man is forced to move, the defending player needs to have concrete knowledge of probabilities in order to deploy his men properly. In the situation shown in Diagram 1, Red was far ahead when White scored a hit. Red was able to enter and escape quickly, but his opponent rolled 5-3 and was faced with not two or three, but seven reasonable choices! He could play TY VY to make a closed board, thus lying in wait for Red to come around; he could move either of his back men five spaces (DI TW or CH TW); he could move either of his back men three spaces (DG TY or CF TY); or he could advance both his back men (CH DG or CF DI).

The first option is the worst one: by not moving, White's men remain 15 and 16 pips away from Red — too far to expect a hit on the next roll. Moving either back man three spaces is bad for the same reason — it minimizes the chances of hitting on the next turn. Moving the more advanced back man five spaces, as shown in Diagram 2, is weak for a different reason: the two back men would then have a six-point spread between them, severely reducing the number of double shots available to White after Red's next throw.

Moving the rear back man five spaces is an improvement, but it still makes for a wide four-point gap, and the man left on the 3-point is still a long 15 pips away from Red's blot. So, the best choices involve moving both back men, thereby getting them into the *Optimum Zone*. Mathematically, the ideal distance to wait for an opponent's single man that must advance is from 9 to 13 pips away. The best places to put two men within the Optimum Zone are 11 and 12 pips away; thus the sixth choice, playing CH DG as shown in Diagram 3, is the correct way to play the 5-3 roll. Now if Red throws an average roll, he will land 3 to 6 pips away, and White will have a hefty 24 to 28 chances in 36 to nail Red and perhaps turn the game around.

When there is a choice, it is usually best to keep your two back men close together. The alternative way for White to have moved both back men on the 5-3 roll would have been to place them 10 and 13 pips away from Red, but this would have lowered the probability of hitting to .508 — substantially less than the .548 chance afforded by the 11/12 deployment. The 10/13 spread ranks fifth on the list behind these deployments: 11/12, 10/12, 10/11, and 9/13. The next two combinations are the 9/12 and 9/10, and these fall just short of giving you a fifty-fifty chance of netting a hit.

What about situations in which the opponent isn't always forced to advance his last man? In Diagram 4, White's inner board is partially destroyed, and he will need perfect marksmanship to hit every time Red enters. White's roll is double 3. The standard play is FI HK VY2 (a "2" indicates that two men make the indicated move), parking his back men 10 and 12 pips away from Red's man. However, if Red then throws small numbers, he can avoid moving his back man by breaking his 3-point. Even if Red throws intermediate numbers like 5-3, 4-3, or 5-2, he can play his lower number in his inner board, thereby making the distance to White's men less than optimum from White's point of view.

To thwart this strategy, White should consider moving F — L HK VY, as in Diagram 5 (a dash indicates that a man moves more than the number shown on one die). The resulting 9/10 deployment theoretically yields a lower percentage of hits, but it is still in the Optimum Zone and it does get one back man closer to the blot in the event Red throws low numbers.

PROBLEMS

- In Diagram 2, with how many different dice rolls can White hit Red?
- In Diagram 3, Red throws 5-1 and moves S — M. Should White redouble to 4?
- How should White play a roll of 5-5 in Diagram 4?
- How should Red play a roll of 5-2 in Diagram 5?

Answer Drawer, page 75

Prince Joli Kansil, top-ranking backgammon player in Hawaii, is the inventor of Bridgette and several other games. He is the author of The Backgammon Quiz Book published by Playboy Press.

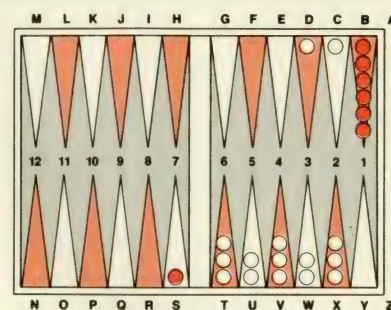


Diagram 1

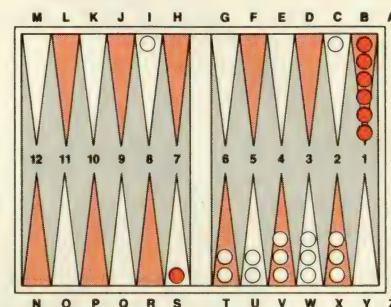


Diagram 2

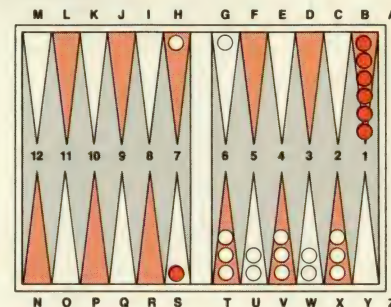


Diagram 3

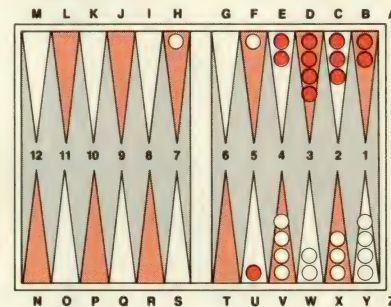


Diagram 4

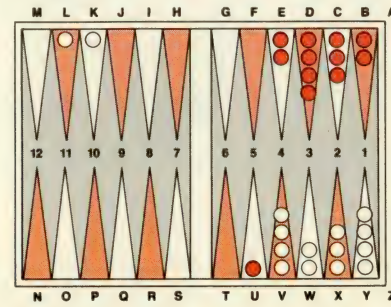


Diagram 5

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A Games Contest



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A *Games* T-shirt.

As the fad for Polish (or Italian, Jewish, or whatever) jokes rages on, people tend to overlook the less visible minority groups. Moles, for example, are entitled to their fair share of discrimination and are quite willing to ease the pressure on the more blue-blooded minorities.

So far as I know, mole jokes originated a couple of years ago when our five-man construction crew started telling them to keep from getting into foul moods at the end of a long, hot day. Actually, we did tell Polish jokes for a while, but none of us being Polish, we decided that really wasn't in good taste. Then we went through a run of Catholic jokes (but since all of us are Catholic, we were offended) and hermit jokes (they were pretty good but we soon ran out of material) and eventually settled into mole jokes, which first found a public audience in *CoEvolution Quarterly*. Consider these examples of the genre:

Q: What is a mole made out of?

A: Molecules.

Q: How did the lady mole feel after attending an Erhard Seminars Training?

A: Molested.

Q: How did the revolutionary mole overthrow society?

A: By using moletoev cocktails.

Well, as you see, mole joking is not much of a spectator sport, so that's where you come in. All you need to enter the Molish Jokes Contest is an odd sense of humor and a little sympathy for small burrowing mammals with a bad reputation as garden pests. Illustrations are optional and won't affect the judging, which will be based on cleverness and originality. We're sure to receive some better (or worse, depending on your point of view) than the ones printed here. And remember you can always send in mole than one entry.

—Mark Mitcham

Clip or copy this entry blank and mail it to **Molish Jokes, Games Magazine, 515 Madison Avenue, New York, New York 10022**. Attach additional sheets as necessary.

All entries must be received by October 1, 1979. The decision of the judges is final.

My Joke _____

Name _____

Street Address _____

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Void where prohibited or restricted by law. All entries become the exclusive properties of *Games*. No submissions will be returned.



Illustrations by Mark Mitcham

NEW GAMES & ALAKAZAR

Players Needed, No Experience Necessary

Stephen Sniderman, grand prize winner of our New Games Contest (May/June, page 13), tells us that his game of Non-Equipment Baseball, described below, is best played in the mud. No doubt, his was just the kind of imaginative, participatory game the New Games Foundation was looking for in judging this contest.

Also consistent with the idea of "new games" are the winning entries in the four individual categories. Their authors have given us a new way to play soccer and tug of war, a game to show birds how to spell, and one that almost got us alphabetized. Each of the five winners will receive a pair of styrofoam boffers for their softwar fantasies. Sniderman, as grand prize winner, will also receive an earthball which he has donated to the Jewish Community Center near his home in Youngstown, Ohio.

Grand Prize: Non-Equipment

Baseball (Large Group Game Without Equipment) by Stephen Sniderman, Youngstown, Ohio.

Sixteen to twenty-four players, divided into two equal teams, play on a baseball field with foul lines, base paths, an outfield fence or boundary, and bases—but no balls or bats. Defensive team members position themselves anywhere on the playing field. Offensive players divide into two line-ups—runners and "balls." The first runner starts at home plate and the first ball starts anywhere outside the foul line in right or left field. When the ball enters the playing field, the runner heads for first base. If the runner can reach first before the ball is tagged by a defensive player or forced out of bounds, the runner is safe on first. As long as the ball remains untouched in the outfield, the runner may choose to continue on to second, third, and home. When the ball is tagged, the runner is out; defensive players must stop where they are and may not move from that position until the next ball (another offensive player) enters the field.

As soon as any ball's turn is over, another runner and ball take their turn, continuing until three runners have been called out (at which point offense and defense switch places). Any runner who has reached base safely may try to advance while another ball is free in the

outfield, but the most advanced runner who is off base when the ball in play is tagged or forced out of bounds is out. If two or more runners are on the same base when the ball is tagged or goes out of bounds, all but the first runner to reach that base are out. This is the only case in which a double play can occur. A run is scored when a runner crosses home plate safely, and the team with the most runs after a fixed number of innings is the winner. In case of a tie, play extra innings.

Multi-Solo Soccer (Small Group Game Using Equipment) by Jonathan Maier, Milwaukie, Oregon.

Each player has his own goal consisting of two stakes stuck in the ground, two to three feet apart. These goals are all at an equal distance from a center point. If five were playing, the field would look like this:



To begin play, everyone stands in his own goal. A soccer ball is placed on the center point and someone yells "go." The object is for each player to score points by kicking the ball through an opponent's goal. The only stipulation is that the ball must be on the ground when it goes through the goal. (This keeps players from taking wild shots.) When the ball goes through a goal, the last person to touch it makes a point and the person whose goal it goes through loses one (making negative scores possible). It is up to the players to decide whether goals can be scored going through both sides of a goal, or only through the side facing the center.

Play is continuous. No territory is out of bounds. When a goal is scored, the ball remains in play.

Note: A high level of skill is not necessary for this game. A good "goal poacher" can often get a foot on someone else's shot, and thus claim the point for himself. If a younger person is playing, his goal stakes can be moved closer together. Severe goal guarding is fine, but you'll never score that way.

Four-Pull H₂O (Large Group Game Using Equipment) by Kirk Hoaglund, Pine Island, Minnesota.

This is a four-way tug of war played in a lake, a swimming pool, or some other relatively still body of water. Two ropes are tied together in the middle and four equal teams are chosen. Each team gets into its canoe, raft, or inner tubes and grabs hold at one of the four rope ends. When the four ropes are stretched taut, the starting signal is given. The object is to be the first team to reach the knot by pulling along the rope.

Formo (Small Group Game Without Equipment) by Miles Klein, East Brunswick, New Jersey.

Two teams of six people are in tight groups 20 feet apart. A judge is perched above them in a tree, on a lifeguard's chair, or in some other elevated position. He calls out a letter of the alphabet and each group tries to be the first to form that letter, lying on the ground. The first team to form the letter neatly and correctly is awarded a point by the judge. All members of each group must comprise some part of the letter, which means that some letters will be extra long, extra fat, or have a thickness of several bodies. Each time a point is awarded to one team, players regroup into their original standing positions. The judge will then call out another letter, and so on until one team has scored 10 points.

Data Processing (Large Group Game Without Equipment) by Jeffrey Fleece, Honolulu, Hawaii.

Two random lines of equal length face each other. At the signal "go," each person starts by repeating only his own first name as the two lines race to reorganize in alphabetical order. On the next signal, each person repeats his *last* name and the lines reorganize into a new alphabetical order. The processor (judge) can continue "handling" data—birthday, house or apartment number, street name, etc.—as long as people enjoy playing. Scoring for time and accuracy can be adapted to suit the mood of the group; perhaps the fastest team should win unless it makes three errors more than the other team. Variation: One noncompetitive line of people, for a small group.

—Contest judged by the New Games Foundation.

There's a Word for Everywhere but TeXas!

Never have so many bizarre words arrived in our mail. No wonder. The object of "ALAKAZAR" (May/June, page 22) was to use as many as possible of the 57 two-letter state and territory postal abbreviations in as few words as possible. Typical entries contained a mixture of monstrosities, such as SPECTROHELIOKINEMATOGRAPH and NTLAKYAPAMUKS, and short but necessary words like LOWVELD (apparently the only vv word in *Webster's Third*).

The only letter combination that proved impossible to use was TX. There were some nice tries, though: POSTXYPHOID (an anatomical term), which is found in *Webster's Second*, and JETXENE, which can be constructed on the basis of the definitions of JET (a type of mineral) and -XENE (a suffix denoting a substance rarely associated with a particular mineral) but which does not actually appear in the dictionary.

Only about 35 of the more than 2,000 contestants used all 56 remaining abbreviations in legitimate words. The most frequently missed combination was VT, found only (we think) in CHERNOVTSY, POLOVTSIAN, POPOVTSY (listed under POPOVETS), and BEZPOPOVTSY, all of which are semi-proper adjectives or nouns of Russian origin. We did not consider VT FUZE to be acceptable, since it is not a single word; however, none of the entries on which it appeared would have won even had we allowed it.

The winner, who used all 56 abbreviations in a record low of 17 words, is Michael S. Wolfberg of Concord, Massachusetts. He submitted four different entries with the same word count, and the one that appears here had the smallest total number of letters (182). He will receive first prize of a collection of U.S. commemorative postage stamps.

The closest anyone else came to the winning score was 56 abbreviations in 19 words, a feat accomplished by five readers, all of whom will receive honorable mention prizes of a *Games* T-shirt: Ralph Kusnitz of Marblehead, Massachusetts; Daniel Pratt of Laurel, Maryland; John B.K. Ross of Los Angeles, California; Bernard Schaff, of Lafayette, Indiana; and Mary Sprengel of Tumwater, Virginia.

—R.W.S.

The Winning Entry

WISDOMS
VANJOHN
CZARINAS
FLUMDIDDLE
MILDEWY
PHENYLPROPANOLAMINE
CONVALESCENCE
CIRCUMNAVIGATOR
ELECTROKMOGRAPHICALLY

AMTRACKS
GUNMAKER
UNHANDSOME
OUTRIGHTNESS
BAZOOKAMAN
WADCUTTER
POLOVTSIAN
LOWVELD

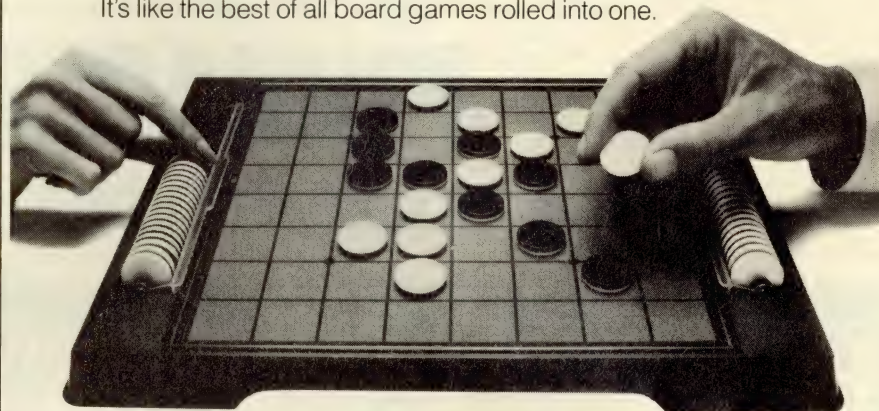
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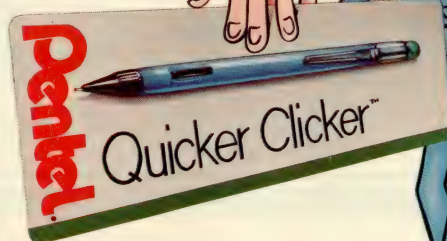
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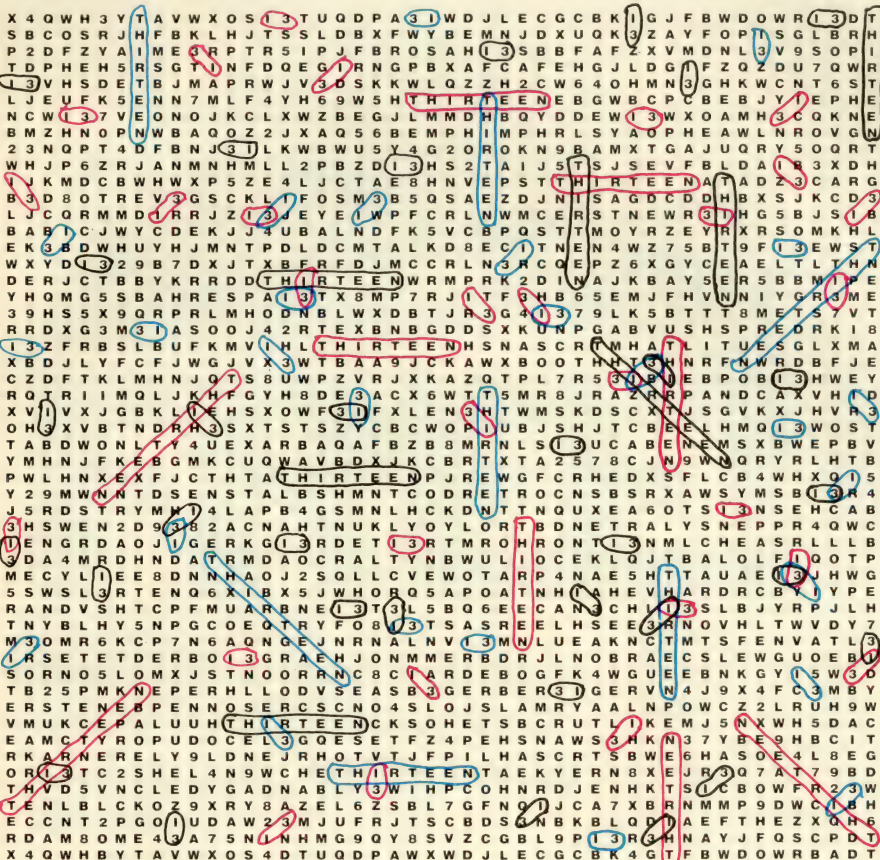


ANSWER DRAWER



Cover Illustration

In addition to the 110 thirteens shown in the illustration, don't forget to count the large 13 at the center of the design, the 13 in the number 113, and the word thirteen(s) following it.



Three other first moves also win for the first player on his second move: Delaware, Rhode Island, and Maryland. Other states, such as Vermont, Texas, and Connecticut, lead to wins on the first player's third move.

A Digital Problem 6,210,001,000. A proof by Edward P. Delorenzo that this answer is unique appears in Allan J. Gottlieb's puzzle column in the Massachusetts Institute of Technology's *Technical Review* for February, 1968. The same column has a proof by Kenneth W. Dritz that for fewer than ten cells the only answers in the decimal system are 1,210; 2,020; 21,200; 3,211,000; 42,101,000; and 521,001,000. The problem has been generalized by Dean Hickerson, Dean Hoffman, and Gerson B. Robison, who have obtained a single formula that yields all possible solutions in all bases.

What's in a Name? The farmer has 60 horses. Calling a cow a horse doesn't make it a horse.

John Appel and Daniel Rosenblum were the first to tell me that this is a version of a joke attributed to Abraham Lincoln. He once asked a man who had been arguing that slavery was not slavery, but a form of protection, how many legs a dog would have if you called its tail a leg. The answer, said Lincoln, is four, because calling a tail a leg does not make it a leg.

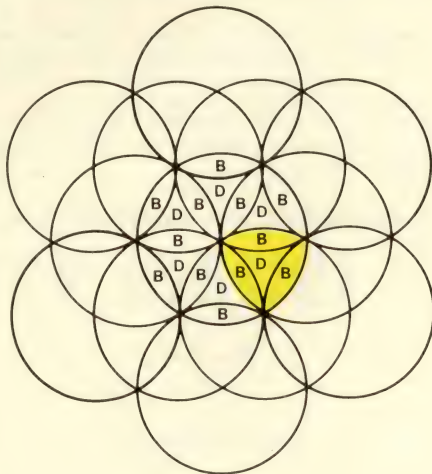
Curious Currency 1. The date of 1776 appears in Roman numerals at the base of the pyramid.

2. SOFA appears in "United States of America," DOSE in the Latin phrase below the pyramid, SHIN in "Washington," ORAL in "for all debts," EATS in "great seal," FAME in "of America," ISLE in "is legal," and LOFT in "great seal of the."

3. AT SEA is in "great seal."

4. On a five dollar bill, NEW JERSEY is the state name above the third and fourth columns of the Lincoln Memorial. You'll need a magnifying glass to see it. The number 172 can be seen as large dark numerals in the foliage at the base of the Memorial, on the left. The number can be taken as 3172, but the 3 is not as distinct as the other numerals.

Beer Rings The shaded area is less than one fourth of the area of one of the circles, as demonstrated by repeating the pattern to form this wallpaper design:



Each circle is made up of six delta-shaped figures (D) and 12 "bananas" (B). One fourth of a circle's area must therefore equal the sum of one-and-a-half deltas plus three bananas. The area common to three mutually intersecting circles (shown shaded in the di-

Editor's Message (Page 4)

Games began publication with the September/October 1977 issue, and numbers its volumes by the calendar year. Thus, all three designations given in the Editor's message are correct, sort of.

	Vol. 1 (1977)	Vol. 2 (1978)	Vol. 3 (1979)
Jan/Feb		Iss. 1 (3rd)	Iss. 1 (9th)
Mar/Apr		Iss. 2 (4th)	Iss. 2 (10th)
May/Jun		Iss. 3 (5th)	Iss. 3 (11th)
Jul/Aug		Iss. 4 (6th)	Iss. 4 (12th)
Sep/Oct	No. 1 (1st)	Iss. 5 (7th)	No. 5, Iss. 13
Nov/Dec	Iss. 2 (2nd)	Iss. 6 (8th)	

Hedge Your Bet (Page 5)

The thirteen symbols of bad luck are: stepping on your shadow, a broken mirror, Friday the 13th, stepping on a crack, killing a spider, a black cat crossing your path, breaking a dish, walking under a ladder, a broken shoelace, opening an umbrella indoors, spilling salt, wearing a peacock feather, and sitting on a table.

Letters (Page 6)

AEIOU Mr. Robinson lists abstemious and facetious. We know of two others: arsenious, which appears in *Webster's Third*, and parecious, listed in *Funk & Wagnall's Standard College Dictionary*.

Gamebits (Page 8)

Brother, Can You Spare a Dime? In Smart's shoe was a telephone. "He was the only one who could put his foot in his mouth and talk about it at the same time." And *Ten North Frederick* took place in Pennsylvania, *Giant* in Texas, *Tortilla Flat* in California, and *King's Row* in Missouri.

Martin Gardner (Page 15)

Knockout Geography A simple win is achieved by naming Tennessee. The second player can only prefix Connecticut or Vermont. Since no state begins with E or ends with C or V, the third player is eliminated. It is now your turn to start again. You can win with Maine or Kentucky. Maine eliminates the second player immediately. Kentucky is also a quick winner. It forces the second player to name New York. You then win by prefixing Michigan, Washington, or Wisconsin.

agram) consists of three bananas and one delta, and therefore it is smaller than one fourth of a circle by an amount equal to half a delta. Computation shows that the mutual overlap is a little more than .22 of the area of one of the circles.

Desk Calendar Each cube must bear a 0, 1, and 2. This leaves only six faces for the remaining seven digits, but fortunately the same face can be used for 6 and 9, depending on how the cube is turned. The picture shows 3, 4, 5 on the right cube, and therefore its hidden faces must be 0, 1, and 2. On the left cube one can see 1 and 2, and so its faces must be 0, 6 or 9, 7, and 8.

Word Probe To determine the target word, label the six probe words, for convenience, as follows:

	Even	Odd
E1	DAY	O1
E2	MAY	O2
E3	BUY	O3
	TEN	

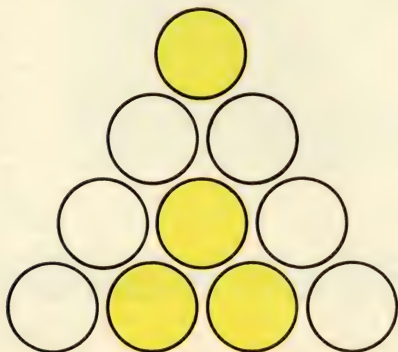
E1 and E2 show that the target word's first letter is not **D** or **M**, as otherwise the parity (odd or even) would not be the same for both words. E1 and O1 show that the target word's first letter is either **D** or **S**, as otherwise the parity could not be different for the two words. The first letter cannot be **D** and therefore must be **S**.

Since **S** is the first letter, E2 and E3 are wrong in their first letters. Since both end in **Y**, the second letter of the target word cannot be **A** or **U**, as otherwise E2 and E3 could not have the same parity. Knowing that **U** is not the second letter and **D** not the first, O2 shows that **E** is the third letter. Knowing that the target word begins with **S** and ends with **E**, O3 shows that **E** is the second letter. The target word is **SEE**.

Balancing the Red, White, and Blue One solution is first to balance a red and a white weight against a blue and a white weight. (i) If the scales balance, you know there are a heavy and a light weight on each pan. Remove both colored weights, leaving only a white weight on each side. This establishes which white weight is heavier. At the same time it tells you which of the other two weights used before (one red, one blue) is heavy and which is light. This in turn tells you which is heavy and which light in the unused red-blue pair. (ii) If the scales do not balance on the first weighing, you know that the white weight on the side that went down must be the heavier of the two whites, but you are still in the dark about red and blue. Weigh the original red against the *mate* of the original blue (or the original blue against the *mate* of the original red). As C.B. Chandler (who found this simple solution) put it, the result of the second weighing, plus the memory of which side was heavier in the first weighing, is now sufficient to identify the six weights.

Hard-Boiled Start the 7-minute and 11-minute hour-glasses when the egg is dropped into the boiling water. When the sand stops running in the 7-minute glass, turn it over. When the sand stops in the 11-minute glass, turn the 7-minute glass again. When the sand stops again in the 7-minute glass, 15 minutes will have elapsed.

Bowling-Pin Pennies Four, as shown in the diagram:



Call Our Bluff (Page 18)

The phony records are One-hand Standing, Ball and Jacks, Snipe Hunting, Spoon Flipping, and Raisin Stacking.

Tubee or Not Tubee (Page 26)

Who Said It?

- Kathryn Murray
- Jackie Gleason as Ralph Kramden
- Ricky Nelson
- William Bendix as Chester A. Riley
- George Gobel
- Bob Keeshan as Captain Kangaroo
- Red Skelton
- Richard Simmons as Sergeant Preston
- Louis Nye
- Liberace
- Jack Bailey
- Jay North as Dennis Mitchell
- Don Adams as Maxwell Smart
- John Daly
- Dave Garroway

Doctors

- c, General Hospital; series: *General Hospital*
- a, County General; *Ben Casey*
- f, Hope Memorial; *The Doctors*
- e, Blair General; *Dr. Kildare*
- b, New North, *The Interns*
- d, Lowell Memorial; *Doctor's Hospital*

Up, Up, and Away

- Smallville, U.S.A.
- Kryptonite
- Jack Larson
- Los Angeles City Hall
- Great Caesar's
- Speeding bullet, locomotive, tall buildings
- In the Store Room
- Phyllis Coates and Noel Neill

Lawyers

- Lee Majors
- Texas
- Gertie
- Edmond O'Brien
- Lawrence and Kenneth Preston

Husbands and Wives

- d, Jane
- f, Peg
- k, Jim
- h, Georgetown
- m, Mike
- o, Martin
- b, James
- q, Alice
- i, Cosmo
- g, Luke
- p, Laura
- n, Ethel
- c, George
- r, Stewart
- e, Emily
- a, Margaret
- j, Trixie
- i, Alex

Trekkie Fever

- Five Years
- "Space, the final frontier . . ."
- George Samuel Kirk
- Seventh
- Spock
- Sarek
- "Cease and desist!"
- Thirteen
- Lt. Cmdr. Montgomery Scott

And Now A Word From . . .

- b, Arthur Godfrey
- e, *Beat the Clock*
- k, *Ted Mack's Original Amateur Hour*
- c, *American Bandstand*
- a, *Richard Diamond, Private Detective*
- f, Milton Berle
- i, *I Love Lucy*
- j, *Mr. and Mrs. North*
- h, *Death Valley Days*
- g, *Lassie*
- d, Dinah Shore
- i, *This is Your Life*

RightAngles (Page 29)

S	T	O	M	L	A	H
E	A	S	G	U	B	R
T	S	P	A	G	H	E
A	P	E	N	G	O	T
C	I	E	G	A	O	T
I	M	B	E	D	P	I
L	P	E	R	N	E	L

#1—Clear

I	R	U	O	T	E	D
N	W	O	D	B	L	E
G	O	H	C	O	O	F
R	I	T	E	W	O	O
A	H	O	N	E	M	I
D	A	T	A	D	E	L
E	L	A	M	O	R	S

#2—Cryptic

- 1W Detouring (go under it)
 2W Downgrade (down grade)
 3E Bloomer
 4W Elbowed (el + bowed)
 5N Hour (hour + l)
 6W Foochow (foo + c + how)
 7S Total (teeTOTAL)
 7W Tirade (tire + a + D)
 8S Enamors (eatEN A MORSEL)
 9E Woofed (woo + fed)
 10S Oiled (O + l + led)
 11S Hat (THAT)
 12W Ohio (O + hi + O)
 13S Alamo (Ala. + Mo.)
 14N Anecdote (one acted)
 15N Slime (is elm)

What Time Is It? (Page 30)

Japanese

- 12:35 ichiji nijugofun mae 2:45 sanji jugofun mae
 12:45 ichiji jugofun mae 3:15 sanji jugofun sugi
 1:00 ichiji 5:00 goji
 1:10 ichiji jippun sugi 7:05 shichiji gofun sugi
 1:15 ichiji jugofun sugi 7:10 shichiji jippun sugi
 1:25 ichiji nijugofun sugi 7:15 shichiji jugofun sugi

Scottish Gaelic

- 12:35 còig-mionaidean-fichead do aon uair
 12:45 còig-mionaidean-deug do aon uair
 1:00 aon uair
 1:10 deith-mionaidean an-déigh aon uair
 1:15 còig-mionaidean-deug an-déigh aon uair
 1:25 còig-mionaidean-fichead an-déigh aon uair
 2:45 còig-mionaidean-deug do trì uair
 3:15 còig-mionaidean-deug an-déigh trì uair
 5:00 còig uair
 7:05 còig-mionaidean an-déigh seachd uair
 7:10 deith-mionaidean an-déigh seachd uair
 7:15 còig-mionaidean-deug an-déigh seachd uair

Leaving Word (Page 31)

D	A	R	N		C	A	P	E	R		O	S	L	O
O	F	A	N		E	L	A	T	E		D	E	A	D
T	A	K	E	F	R	E	N	C	H		L	E	A	V
E	R	E		E	I	R	E			E	A	S	T	E
				R	E	S	T		B	A	T	S		
C	A	Y	U	S	E		P	E	R	V	A	D	E	S
A	W	O	L				T	A	R	S	I		U	L
T	A	K	E	I	T	O	R	L	E	A	V	E	I	T
E	K	E		N	O	O	S	E			A	L	T	O
R	E	L	O	C	A	T	E		A	R	I	S	E	N
				L	A	S	S		A	M	E	N		
A	S	S	I	S	T		I	S	E	E		C	A	T
L	E	A	V	E	I	N	T	H	E	L	U	R	C	H
U	R	G	E		N	I	T	E	R		F	A	M	E
M	A	S	S		G	L	O	S	S		O	B	E	Y

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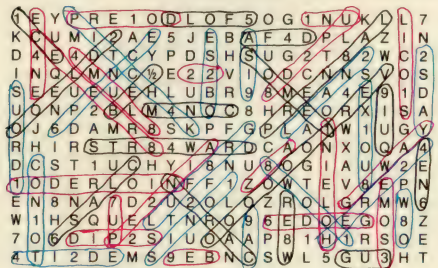
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Try Your Hand (Page 31)

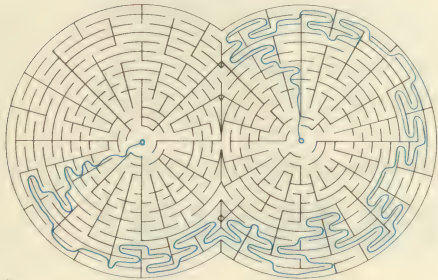
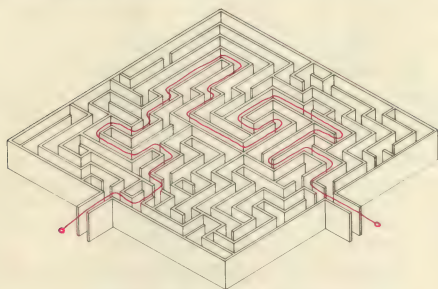
- Sleight-of-hand
- Underhanded
- Handbook
- Hand pick
- First-hand
- "All hands on deck"
- Handicap
- Hands down; handily
- Handwriting on the wall
- A bird in the hand
- Handkerchief
- Handcuffs
- "I Want to Hold Your Hand"
- Four-in-hand
- Cool Hand Luke
- Handspring
- Hand-me-downs
- On the other hand

Words and Numbers (Page 32)

AF 4 D	GEODE 6	S 10 CIL
ASI 9	GR 8 FUL	STR 8 4 WARD
BE 1/2	GU 3	S 2 PID
BE 9	HERE 2 4	10 DERLOIN
CA 9	HOLE IN 1	10 NIS
CAR 2 N	100 W 8	3 SOME
CELEBR 8	LEAN 2	2 DLEOO
CLAS 6	OB 2 SE	2 SDAY
CON 4 M	1 CE	2 2
CON 10 T	PE 2 NIA	UN 1
EN 4 CE	PITCH 4 K	UP 2 D 8
EX 10 U 8	PREN 8 AL	VER 1,000,000
5 FOLD	PRE 10 D	W 8 ER
4 EN 6	QUI 9	W 80
4 MUL 8	7 UP	1 DROUS
4 TI 2 DE	6 PENCE	Z 8 A
G 8 WAY	SOME 1	



Two Mazes (Page 33)

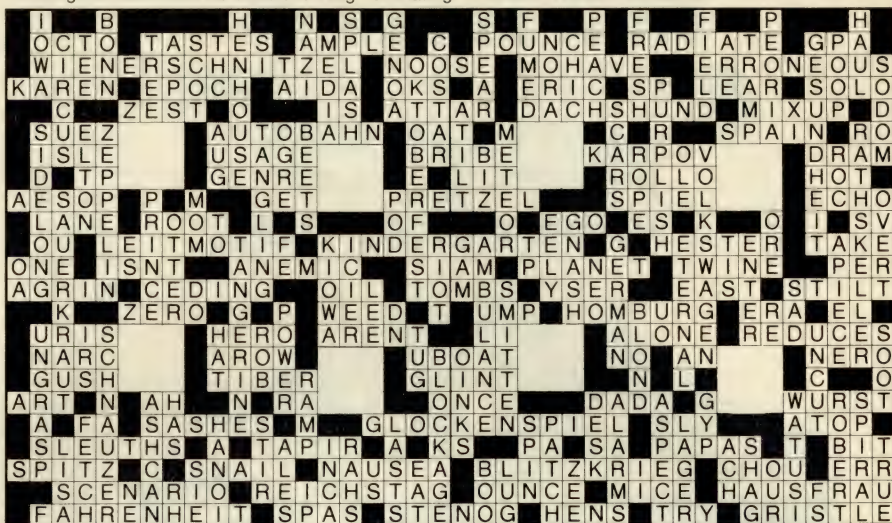


Tom Swifities (Page 45)

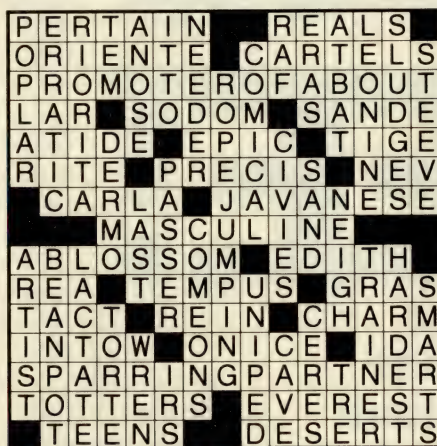
- Triumphantly
- Mockingly
- Listlessly
- Buoyantly
- Defensively
- Stuffily
- Airily
- Artlessly
- Testily
- Sourly
- Grossly
- Patronizingly
- Flatly
- Candidly
- Repeatedly
- Transparently
- Intently
- Wholeheartedly

Kreuzworträtsel (Page 34)

"We ought to learn from the cows one thing: ruminating." Friedrich Wilhelm Nietzsche.



Boxed In (Page 36)



Late for Work (Page 36)

The correct sequence of events is:

- i. Throw back the covers
 - i. Jump out of bed
 - a. Take a cold shower
 - f. Snatch a towel
 - d. Dry himself
 - g. Put on his underwear
 - c. Finish dressing
 - k. Grab his overcoat
 - e. Open the front door
 - h. Rush madly out
 - b. Slam it behind him
 - j. Run down the block
- Based on a puzzle by Gerald Lynton Kaufman.

Insomnia (Page 41)

Our score of 138 points, using relatively common words, is shown below. Please note that in some cases lesser-known words will reduce the score. Count as correct any alternative answers you have that are verified by your dictionary.

A gam (3)	N gnome (5)
B gumbo (5)	O groom (5)
C grimace (7)	P gimp (4)
D dogma (5)	Q quagmire (8)
E gem (3)	R germ (4)
F figment (7)	S gums (4)
G gaming (6)	T gamut (5)
H phlegm (6)	U gum (3)
I grim (4)	V government (10)
J logjam (6)	W wigwam (6)
K gimmick (7)	X hexagram (8)
L glum (4)	Y gym (3)
M gamma (5)	Z gizmo (5)

TOTAL: 138

Cartoon Quips (Page 42)

- THREE TOO MANY. Say, aren't you the wise guy that slipped me a dollar for four cups of coffee yesterday? I couldn't sleep a wink all night.
- ONE BITE IS ENOUGH. I sold all my cookies, Mrs. Smith. The first man I called on bought all twenty-five boxes. It was after his dog bit me.
- SURVIVAL COURSE. Glad it took you so long to get here. While we were waiting for you, I taught my wife how to swim.
- TAKE THE OATH. Raise your right hand and swear that you will pull the tooth, the whole tooth, and nothing but the tooth.

Spygrams (Page 43)

- SKIRLING MUSIC. The bagpipe is a very ancient instrument. (XX = nulls)
- RELATIONSHIPS. It is easy to acquire an enemy but hard to acquire a friend.
- BUDGET PROBLEM. At today's high prices we are lucky if we can make one end meet.
- WHEN THE GOING GETS TOUGH, REMEMBER: Obstacles are stumbling blocks that we can use as stepping stones to success.

And what became of the Nihilists? Once Melikov's cryptanalysts discovered the type of cipher Mikhailov was using, they easily deciphered the message, an innocuous harangue on the woes of the working classes. The authorities let the message pass, as they did others afterward. What they did not realize, until too late, was that those harangues themselves concealed in turn a *second* cipher. Alexander II was assassinated by a Nihilist revolutionary in 1882. For six months, while behind bars, Mikhailov had been directing the movement almost as easily as if he had been at liberty.

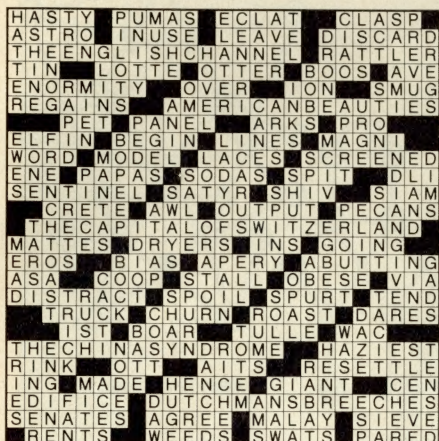
Double Cross (Page 44)

A. RATTLE	N. REBIDDING
B. ISTHMUS	O. ISHERWOOD
C. CASSIUS	P. CHOW CHOW
D. HAWTHORN	Q. ABLE-BODIED
E. APPROPRIATED	R. NAPHTHA
F. RACIST	S. LIGHT-HEADED
G. MAJOR KEY	T. INWROUGHT
H. OFF THE WALL	U. TWIST
I. UNWORTHY	V. REGIS
J. RIPTIDE	W. EUPHRATES
K. AMISS	X. LEWD
L. MISSISSIPPI	Y. INHIBITED
M. ENTEBBE	Z. TETE-A-TETE

Joel Barlow won his reputation as a wit with his poem, *The Hasty-Pudding*, describing a dessert which can be prepared in half the time it takes to

read his epic. Barlow's wittiest writings, it might be added, were published after his death, or posthumously. —Rich(ard) Armour, *American Lit Relit*

National League (Page 45)



Can You Identify These Products? (Page 48)

- Hilton Inn hotels
- Kellogg foods
- Schlitz beer
- Hoover vacuums, etc.
- Wilson sporting goods
- IBM
- Kodak
- Coca-Cola
- NBC
- Sunbeam appliances
- Ford Motor Company
- Ramada Inn hotels
- Warner Communications
- Johnson & Johnson
- General Tire
- Olin chemicals
- Westinghouse appliances
- Arrow shirts
- Firestone tires
- Motorola
- Lawry's seasoned salt
- Hallmark cards
- Orbit gum
- French's mustard, etc.
- Woolco department stores
- K Mart department stores
- Zenith
- Games magazine
- United Airlines
- Ryder trucks
- Suzuki cycles
- General Mills foods
- Holiday Inn
- RCA
- Whirlpool appliances

Bibliophilac Brouhaha (Page 52)

For a detailed solution, send a self-addressed, stamped envelope (28¢) to Evil Cerebral, Games Magazine, 515 Madison Avenue, New York, NY 10022.

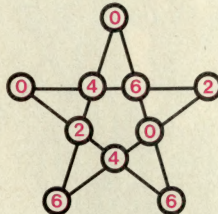
	Publisher	Title	Author	Press Agent	Hospitality Suite	Instruments
Mon. Aft.	Dingdong	<i>Etruscan</i>	Artie Asinine	Petunia Pickerell	Idi Amin	Bass Drum, Bagpipes, Kazoo
Mon. Eve.	Graffiti	<i>Pellagra</i>	Frank Fulsome	Carlotta Crabbe	Joe Stalin	Bass Drum, Bagpipes, Ukulele
Tue. Aft.	Adnauseum	<i>Schiemel</i>	Lavinia Loathesome	Tommy Trout	Caligula	Bass Drum, Glockenspiel, Kazoo
Tue. Eve.	Fiatulent	<i>Gourmet Recipes</i>	Ken Kerplunk	Gwendolyn Guppy	Jack the Ripper	Bagpipes, Glockenspiel, Ukulele
Wed. Aft.	Hogwash	<i>Photographic History</i>	Glenn Gruesome	Lois Lobster	Lucretia Borgia	Sousaphone, Glockenspiel, Bass Drum
Wed. Eve.	Jatberwocky	<i>Party Time</i>	Carla Cuspidor	Herman Haddock	Lizzie Borden	Sousaphone, Ukulele, Bass Drum
Thurs. Aft.	Bombastic	<i>Venusian's Guide</i>	Helen Hawg	Robert Redfish	Procrustes	Sousaphone, Ukulele, Glockenspiel
Thurs. Eve.	Ipecac	<i>Climbing Mt. Everest</i>	Ida Irsome	Mortimer Muskie	Machiavelli	Sousaphone, Bagpipes, Bass Drum
Fri. Aft.	Libertine	<i>Walking Tours</i>	Jenny Jejune	Samuel Salmon	Count Dracula	Ukulele, Kazoo, Bagpipes
Fri. Eve.	Enigmatic	<i>Topless Bookkeeper</i>	Barbara Bellbottom	Boris Bass	Bluebeard	Sousaphone, Glockenspiel, Kazoo
Sat. Aft.	Catatoria	<i>Tarantulas</i>	Ernie Excavation	Florence Flounder	Torquemada	Kazoo, Glockenspiel, Bagpipes
Sat. Eve.	Knucklehead	<i>Logic Puzzles</i>	David Dismal	Alice Albacore	Attila the Hun	Sousaphone, Kazoo, Ukulele

Eyeball Benders (Page 51)

- Sunglasses
- Die
- Pipe
- Saltine cracker
- Cuff link
- Seashell
- Key case
- Cassette tape
- Padlock
- Golf ball and tee
- Corkscrew

Games & Books (Pages 55, 56)

Geometric Cross Sums Here is one solution to STAR #1.



The Super-Colossal Book of Puzzles, Tricks, & Games

There were eight loaves of bread in all, and to divide them equally, each loaf was cut into thirds, giving a total of 24 parts. Each man then ate eight parts, and the third traveler paid with eight coins. The traveler who had five loaves (15 parts) consumed eight of those parts himself, and the other seven went to the third traveler. The traveler with three loaves (nine parts) ate eight of those parts himself and contributed only one part to the third traveler. Therefore the fair division of coins is seven and one.

Chess (Page 60)

For an explanation of algebraic notation, see July/August Games, page 71.

A. 1. Qh5xh7+! Kh8xh7; 2. Rf5-h5+, Kh7-g7; 3. Bc1-h6+, Kg7-h7; 4. Bh6-f8 mate.

B. 1. Qa7-a3+, Qe6-e7 (if 1. ... Kf8-g8, 2. Be4xh7+ followed by Re1xe6); 2. Be4-c6!! Qe7xa3; 3. Re1xe8 mate.

C. 1. Rd8-d6! threatening Rd6-e6. If 1. ... Ke5xd6, 2. Qa7-b8. If 1. ... Be7xd6, 2. Qa7-g7. If 1. ... Ng8xd6, 2. Qg7xe7. And if 1. ... d5-d4, 2. Qa7xc5.

Backgammon (Page 64)

(a) White can hit with four rolls: 5-5, 6-4, 4-6, and 4-4.

(b) White's chances of hitting are excellent (28 out of 36), but he could be gammoned if he misses, and Red has already borne off eight men, which gives him an edge even if he is hit. Redoubling would be rash in this situation.

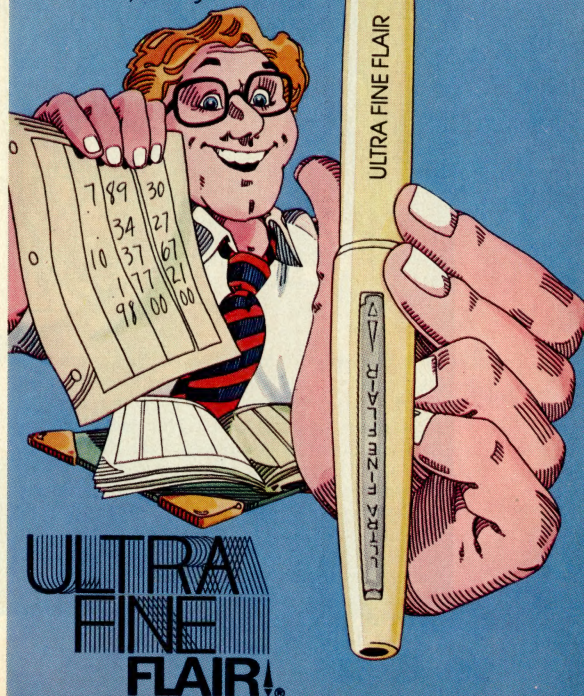
(c) F—U' HM (An apostrophe indicates that a man is hit). White will have the best chance of winning if he hits. Red may miss or may not even enter, giving White the opportunity to scramble home with his last man and win the race.

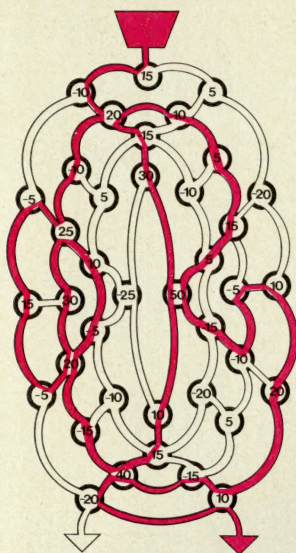
(d) U—N. Since Red is forced to leave a double shot however he plays, he should go full steam ahead and move closer to White's two men. By doing so, he leaves only 21 shots (instead of the 26 he would have had he played UP DB).

Ultra Fine Flair

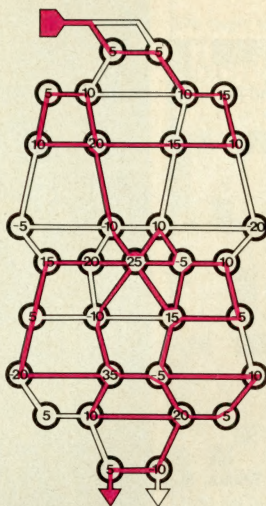
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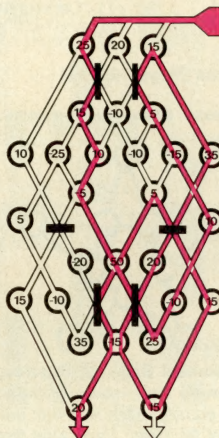




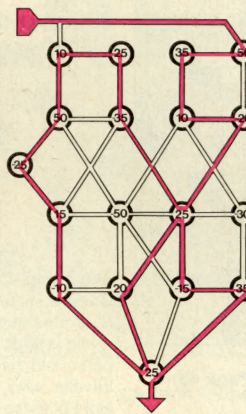
Alpha Best Score: 370



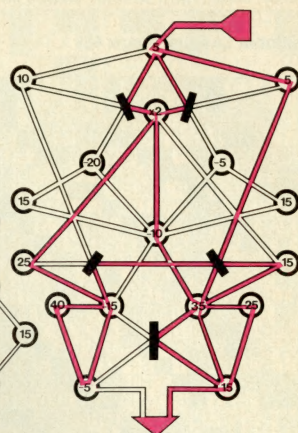
Beta Best Score: 265



Gamma Best Score: 255



Delta Best Score: 245

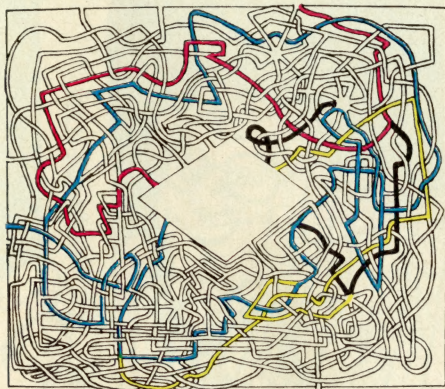


Epsilon Best Score: 585

EUREKA

EUREKA is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Lewis Carroll** (July/August, page 14). Several readers have found alternative solutions to the maze. Those shown here were sent in by Denise Alinder of St. Charles, MO; Karen Garvey of Midland, PA; Ralph W. Lewis of New Orleans, LA; and Stephen Wright of Hamilton, Ont.



★ **A Drinking Problem** (July/August, page 28). Daird Scott of Oak Ridge, TN, has found five new orders in which the Yorkshireman can visit his four favorite pubs (The Ram, The Bull, The Twins, and The Crab was our order) on his way home, crossing exactly three bridges between each stop and never crossing his own path. If the bridges are numbered 1-5 moving down vertically from the Shop, 6-10 moving vertically upward through the center of the maze, and finally 11-15 moving down the left edge, then the order in which bridges are crossed to yield each different pub order is as follows:
Ram, Bull, Crab, Twins: 5-4-3 2-1-9 10-11-12 8-7-6 14-13-15

Ram, Crab, Bull, Twins: 4-6-7 3-2-8 12-11-10 9-1-5 14-13-15
Ram, Crab, Twins, Bull: 5-6-7 3-2-8 12-13-14 15-11-10 9-1-4
Twins, Bull, Ram, Crab: 3-7-6 4-5-15 11-10-9 1-2-8 12-13-14
Twins, Crab, Ram, Bull: 3-7-6 4-5-14 8-2-1 9-10-11 12-13-15

The last of these routes is illustrated. (Note that you must go around pubs on the correct side to avoid crossing paths.)

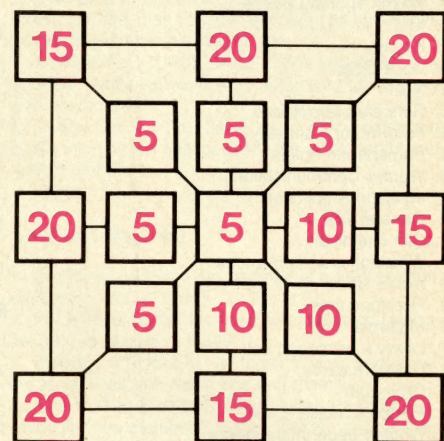


★ **Mensa** (May/June, page 14). M.C. Rowan of Neosho, MO, has pointed out that -720 is an equally valid solution to problem 8, which asked for the value of $M \times E \times N \times S \times A$ given that $M \times E = 6$, $N \times S = 20$, $E \times S = 15$, $E \times N = 12$, and $S \times A = 30$. Instead of being equal to 2, 3, 4, 5, and 6, respectively, the values for M, E, N, S, and A could just as well be -2, -3, -4, -5, and -6.

Barry Kasselmann of Albany, NY, came up with an alternative solution to problem 9, which required finding a word meaning the same thing as "hard" in one sense and the same thing as "company" in another. Our answer was "firm," but his was "set"; one can say that concrete is "hard" or "set," and the circle of people that a person spends time with is his "company" or "set."

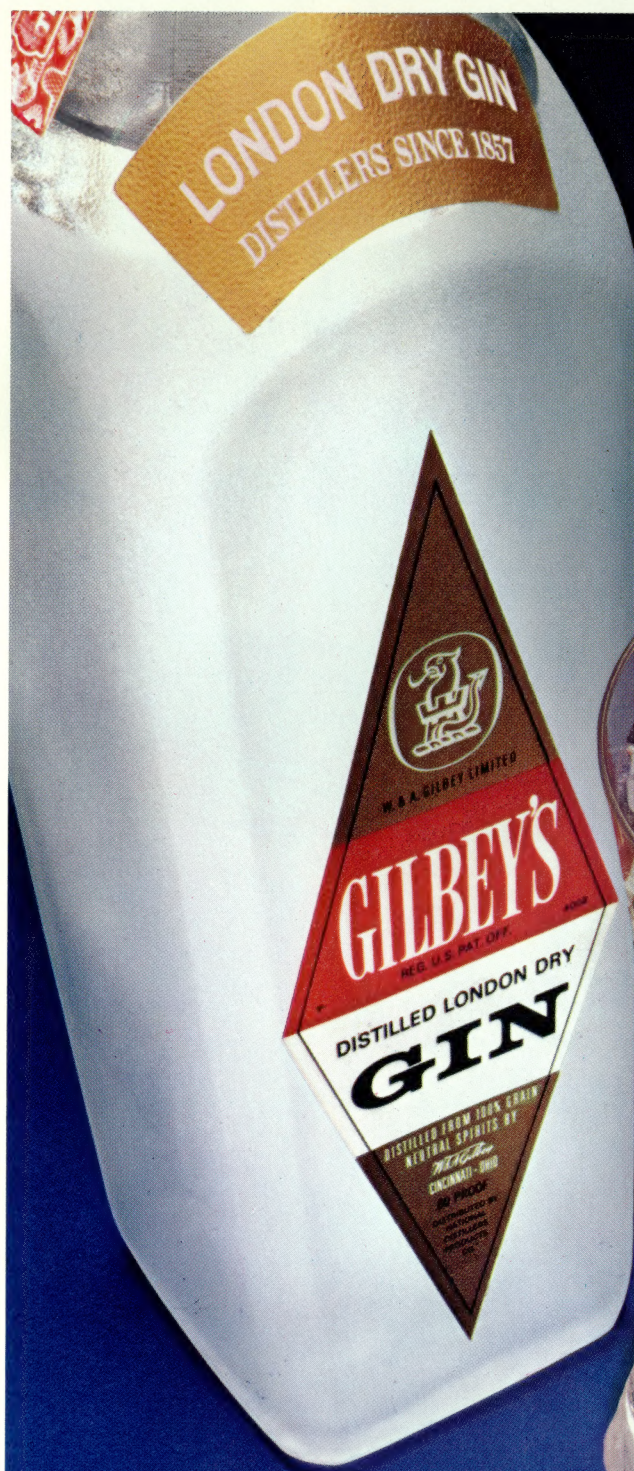
★ **The Puzzles that Took Russia by Storm** (May/June, page 32). Several readers have found original ways of arranging five 20-kopek coins, three 15-kopek coins, three 10-kopek coins, and six 5-kopek coins in the diagram so that the number of kopeks

along each straight line totals 55. The one shown was sent in by Doug Friedrich of Oak Ridge, TN.



★ **Mirror Image** (May/June, pages 46, 47). Mrs. M.S. Millican of Cleveland, TN, has discovered a number of differences not listed in the Answer Drawer. In the picture on the right: the railing behind the hornblowers extends all the way to the tree; above the hornblowers, a knot has been removed from the tree; the horse's blanket is longer; and the hole in the tree root that goes under the bridge faces in a different direction. Rex Ungericht of St. Petersburg, FL, noticed that one of the hornblowers has more of his purple stockings showing on the right.

★ **Snail's Pace Contest Results** (November/December, page 62). Kyle Corbin of Raleigh, NC, whose one-point improvement over the winning Snail's Pace Contest entry was reported in Eureka (March/April, page 64), has managed an improvement of an additional five points. This time, he was able to telescope sixteen five-letter words into a series of twenty letters, arriving at a score of 80 (16×5). In the following series, every group of five consecutive letters forms a word (e.g., AGHAN, GHANA, HANAP, etc.): AGHANAPASTARESTERNES. Under the rules for the contest, words only had to appear in Webster's Third; thus ANAPA is acceptable because it is listed under ANAPATE; AREST and RESTE are found under the etymology of the word REST; and A STAR, which has its own entry as a particular type of star, is at least arguably "a word" (rather than two words), because it loosely conforms to the definition of "compound word" found in Webster's Third, which includes the two-part word HIGH SCHOOL as an example. (We would not, however, accept a STAR in a contest limiting acceptable words to "single" words.)



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